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ZZAP! 64

ISSUE 39 JULY 1988

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COMPETITIVE COMPETITIONS

FEATURED FEATURES

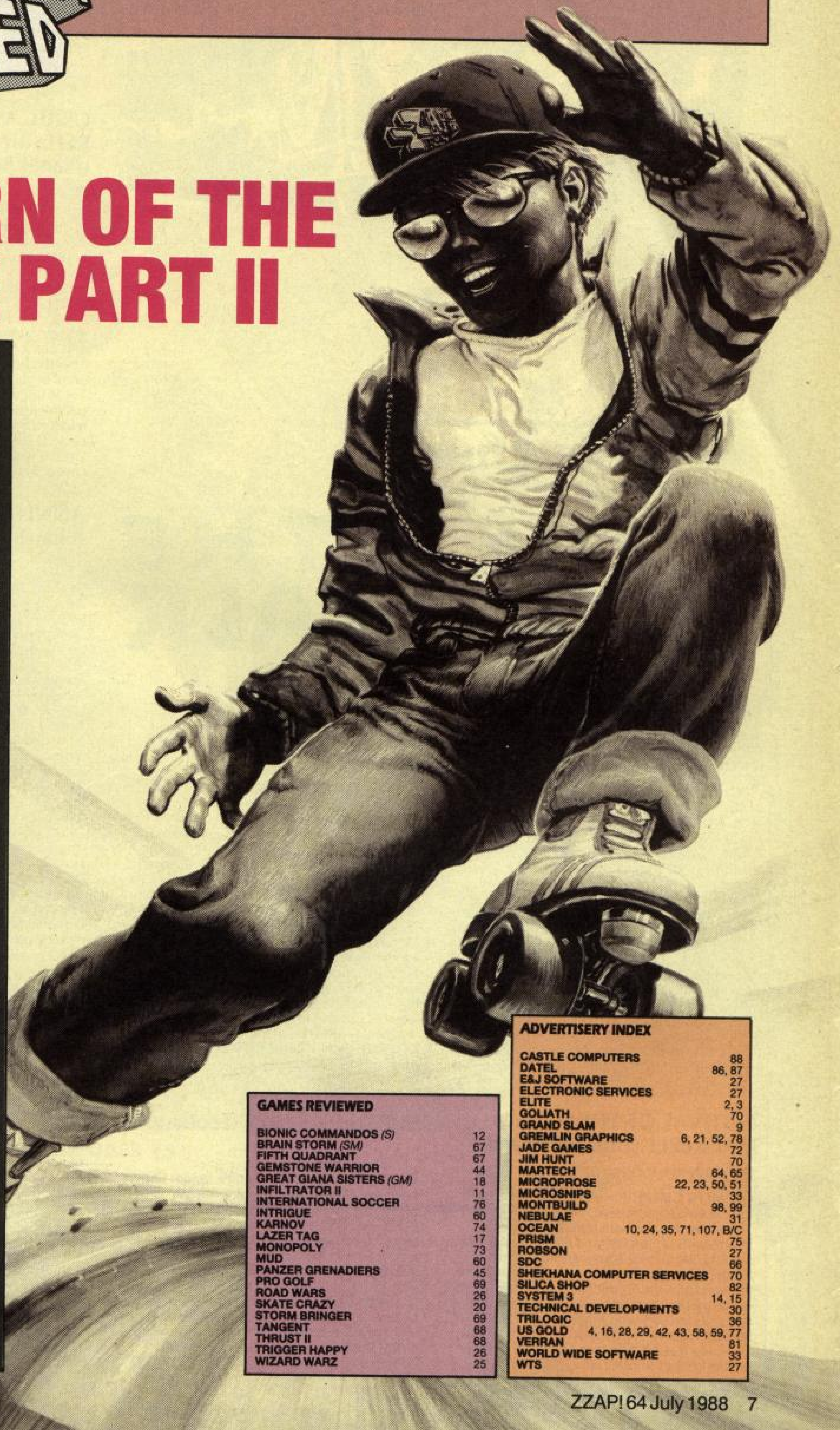
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ZZAP! ZED

RETURN OF THE CLONE PART II



No doubt you've already discovered *Another Day At The Arcades: The Book* – I hope you like it! One thing that struck me when I was putting it together was the distinct lack of new ideas coming from the manufacturers of video games. Most of the dedicated games released over the past six months fall into two categories: clones or sequels. Clones are the more abundant – just look at the range of *Kung-Fu Master*, *Ghosts 'n' Goblins* and *Rolling Thunder* rip-offs covered in the booklet. It has to be said that they're fun to play, but I for one find their appeal very short-lived – the graphics and sound might be different, but the gameplay is the same . . .

On the other hand, I confess that I find many of the sequels absorbing and worthy of more than a few ten pences – particularly *Blasteroids*, which I play whenever I can. Other enjoyable games in the sequel category include *Arkanoid*, *Return of the Invaders* (a report on that gem in the near future), *Pac-Mania* and *Galaga '88*. I suppose the reason why they're fun is that they're rehashes of game ideas which haven't been used for years – so it's almost like playing something new! However, there's nothing to beat an original game – it gives you a chance to get the old grey matter working as you get to grips with the concept and suss out new gameplaying tactics; playing a clone, or indeed most sequels, just involves adapting old strategies.

I'd really like to see some new game formats – *I, Robot*, Eugene Jarvis' creations (including *Joust*, *Robotron 2084* and *Stargate*) and *Qix* were imaginative products. If you could combine that sort of new idea with today's amazing hardware, you could end up with some incredible new games. Here's hoping! I suppose the best thing to do is wait for CD-I entertainment to take off – I think that'll be a real breeding ground of new ideas. More of that at a later date, though.

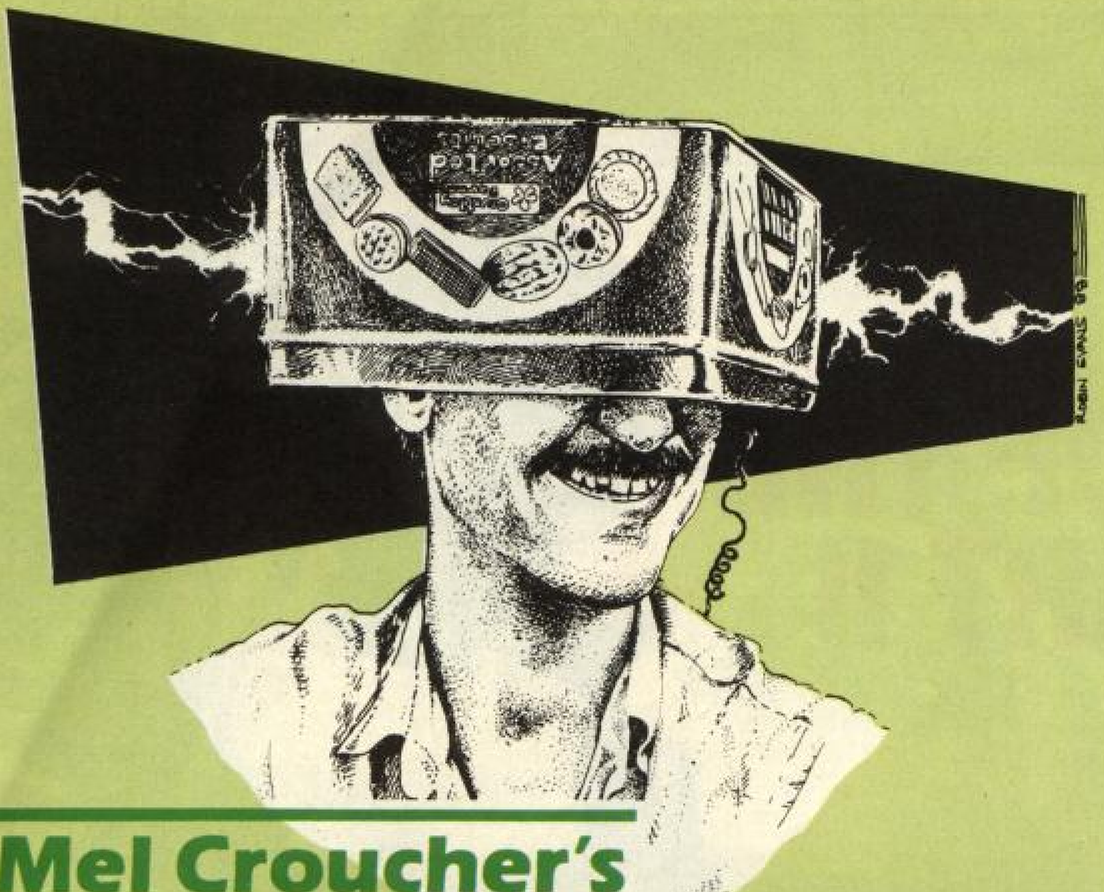
Goodbye, and thanks for all the fish . . .

J Rignall

Julian Rignall

GAMES REVIEWED

ADVERTISERY INDEX



Mel Croucher's

UNDER THE BAUD-WALK

LIVER-FLUKE HUNTING LEGALISED (Republic of Egomania)

GRAND SLAM Gargantuan **STEPHEN HALL** invites me to an underground bunker which is a stone's throw from **MASTERTRONIC**'s headquarters. This is the place where he plies me with uncountable bottles of plonk, a box of Communist cigars, some limp salad and a slice of dead sheep in the sad hope of getting some free coverage UNDER THE BAUDWALK. Not a chance Steviepoohs. I'm not going to tell ZZAP! readers that you've just bought the rights to World War III, Simon Harvey's lesser intestine and the Olympic Gerbil Vaulting Finals without my usual conditions: namely, and to whit, an open cheque made out to *the Rod Cousens Psychotherapy Appeal*. Spring is in the air, Grand Slam is in the pink, my head is in the sink and I'll never touch another drop until opening time.

FESTIVAL OF THE HOLY MACKEREL (Falkland Islands)

GREMLIN GRAPHIC's latest full-page adverts are extremely impressive, what with Norman Tebbit peering out from behind the artist's impressions of *Hercules* and *Blood Brothers*, but I would like to issue some serious warnings. Firstly, in the interest of accuracy and to prove that I had a Classical education at one of the most exclusive private schools in England (Borstal), it was not Hercules who fought the skeleton hordes, but Ulysses, also known as Odysseus, also known as Kirk Douglas. Secondly Hercules did not kill the Minotaur either, that was done by a geezer named Theseus, also known as Sean Connery if you've seen *Time Bandits*. Sorry Gremlin, but the Twelve Labours of Hercules were much more down to earth, and included cleaning large amounts of horse manure, hanging about Gibraltar and Morocco and filling in VAT returns. As for *Blood Brothers*, players are not recommended to slash their wrists and mix their blood as indicated. This can lead to nasty things like Tetanus, hepatitis, AIDS and dirty cuffs, and you should only slash your wrists in dire emergencies: such as being stuck in a lift with anyone wearing a beard named Tim. As for the Blood Brothers' battle cry of 'death to the Scorpions' (sic), I always thought that Gremlin's **IAN STEWART** had forgiven me for that little incident with the medical device on the end of the microphone, and would remind him that some of the loveliest people who ever lived were born under the sign of Scorpio. Not lovely folk like me, but also lovely folk like **PAULINE 'leather' GARSDEN** of Infogrames and **CORRINE 'whip it out' RUSSEL** of *Vixen* notoriety are Scorpios to a man.

ST PADDY'S DAY (Scotland)

I don't mind admitting it, gentle reader, I'm a polyglot. As I sit here dropping fag ash all over my thought processor, I continually dive into **LOCOMOTIVE SOFTWARE**'s *Loco Script* foreign language disc to check out the odd exotic phrase or two. So far they've provided me with a Spanish version (Poco Script), a Danish disc (Porno Script), American (Corno Script), Italian (Cornetto Script), a Francais option (French Letters), and a German dictionary that responds with 've ask ze qvestions' every time I look up a word. But I am thrilled to discover that Locomotive's marketing Director **HOWARD FISHER** is about to supply me with a Welsh version! Trouble is Mr Fisher has so far found it impossible to locate a Welsh dictionary on disc, and asks anyone who has such a thing to give him a ring on 0306 887902. I once knew a pair of charming Welsh twins, named Helen Bach and Honor Bach. Or did I just make that up? 'Ffucddyfi cynremmembr', as the Welsh would say.

CRAIG MACHIN REHABILITATION DAY (Planet Bovril)

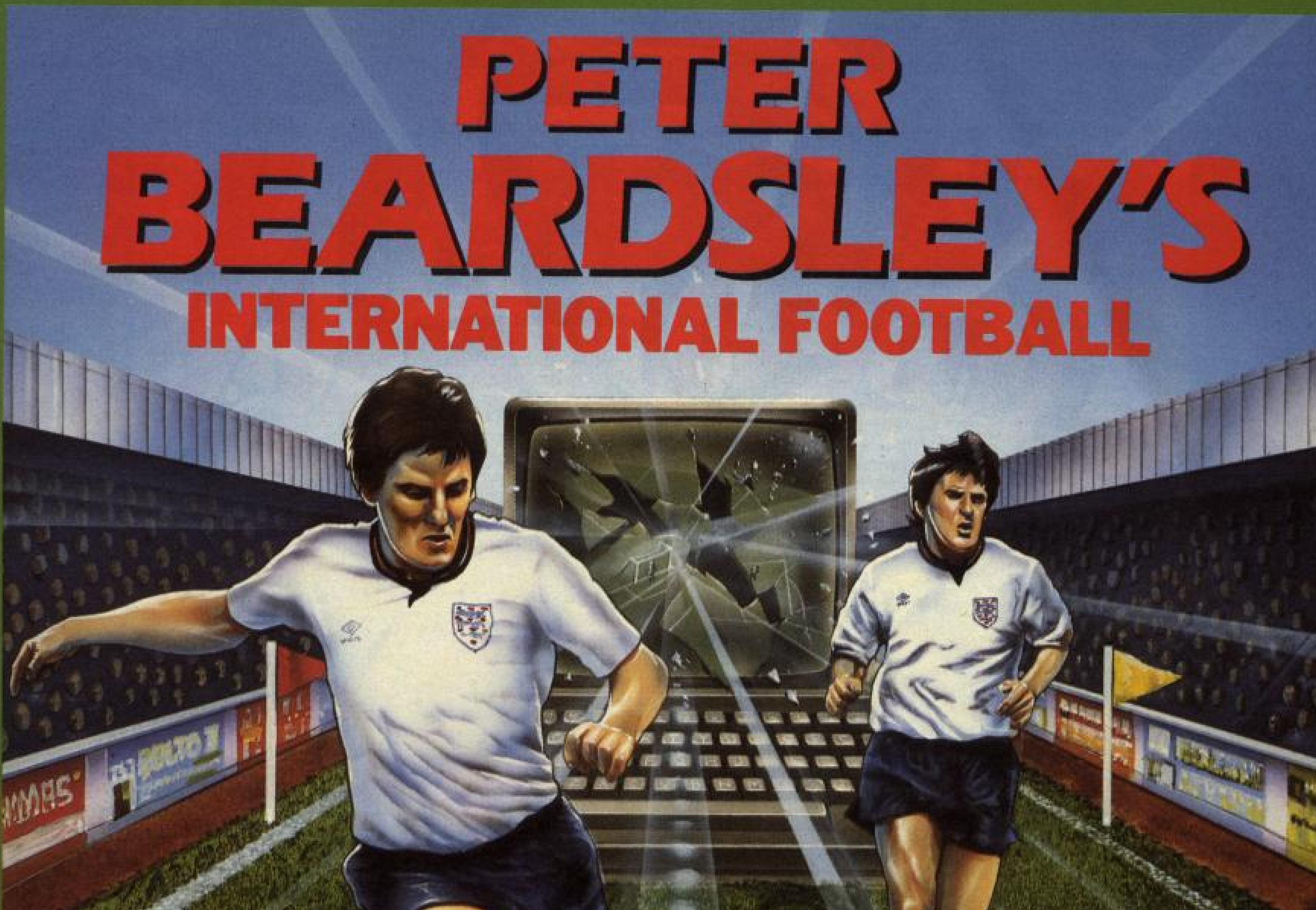
As honorary President of the Nostril Exploration Society I hereby make the strongest possible protest against the trivialisation of our sport. Some cut-price outfit calling itself **TOP TEN** has infested Woolworth with five assorted packs of software, retailing at the ludicrously cheapo price of £2.99 for four games, and titled *Bogies Super Pick*. Alright, I admit that some of the titles in these compilations like *Herberts Dummy Run* and *Black Hawk* probably did come out of assorted bodily orifices, but to mock the noble art of proboscis probing is not to be sniffed at. These turgidly snotty compilations have really put my nose out of joint, especially as I once released a compilation of thirty titles on one cassette for a fiver, called *The Best Possible Taste*. I wonder if anyone has beaten that for cheap skatery? Being nosey, I'd love to know.

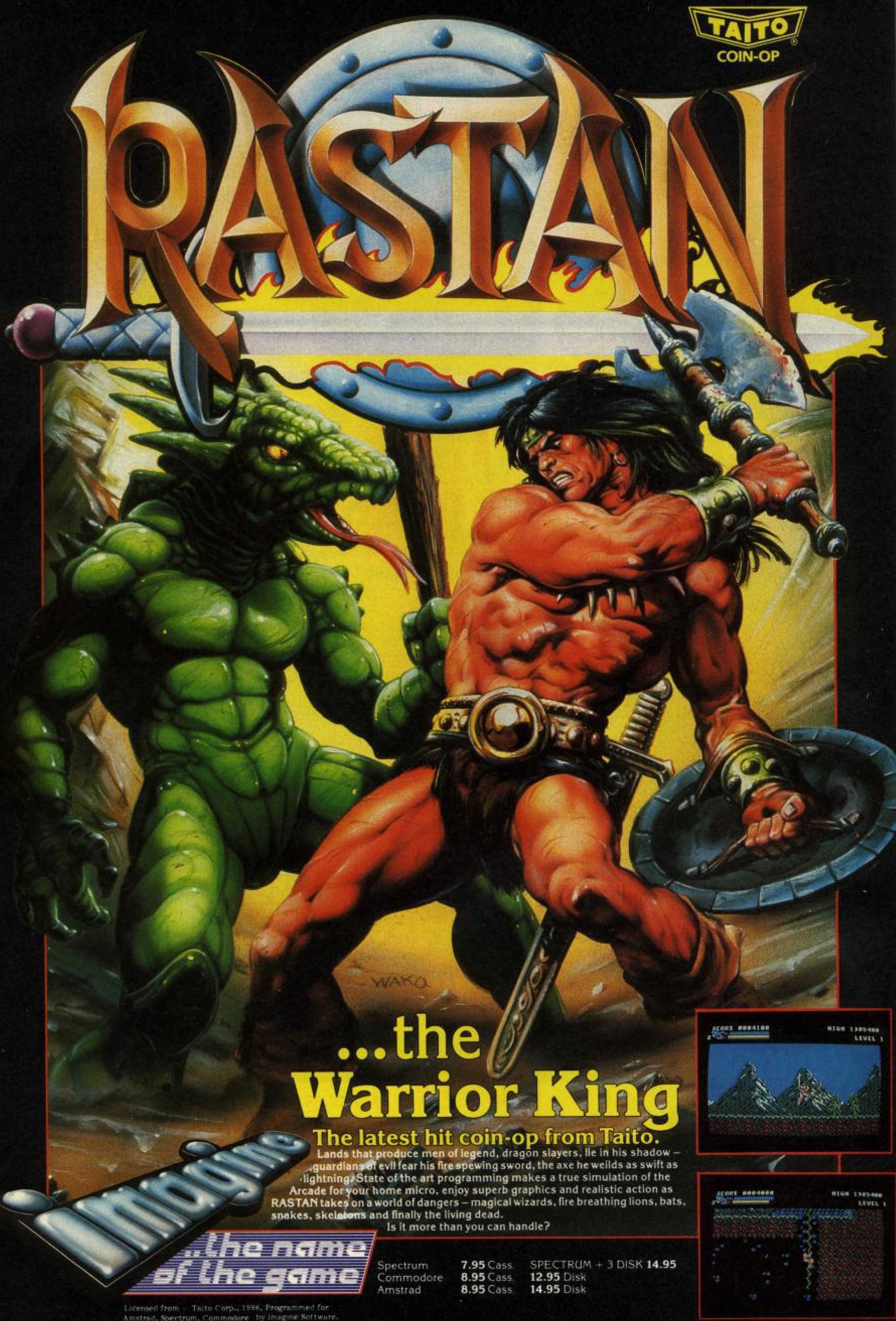
ANNUAL PONY TAIL CULL (St Julian's Day)

So **TELECOMSOFT** have gone even softer, and announced its forthcoming *Ninja Scooter* on the Silverbird label. I mean we all know about Government cutbacks, but squeezing a kick 'em up into a BMX simulation seems a bit drastic. Where will it end? *Ikari Pink Flintstone Chess Spreadsheet Warriors Pong*. Matter of fact, it seems quite a good idea. Speaking of which, here's to **CODE MASTERS** and their *Race Against Time*, all profits to Sport Aid '88, buy your copy immediately instead of another revolting double whopperburger (this meal destroys rain forests) and filthy fries. I love the choice of the American negro Jesse Owens on the sleeve insert, (he was the multi gold medallist who ruined the Nazi Olympics for Herr Hitler in 1936), I loath the Peter Gabriel music featured with the game, and I forgive anything that is intended to help starving children, abused kids and our disabled brethren. Let us hope that a similar charity project can be set up as quickly as possible to save all those poor unfortunate children who are forced to labour for Newsfield Publications, in conditions that would make Mother Theresa of Calcutta say 'crikey!'

LONGEST DAY (Sir Robin excluded)

Did you know that **POWER HOUSE** supremo **ASHLEY 'soft 'n' cuddly' HILDERBRANDT** thinks that his Games Player of the Year comp is 'a great idea' and 'lots of fun' as well as 'the Wimbledon of the computer games calendar.' And here was I thinking that Wimbledon was a bit of a racket with a load of balls. Did you know that five hundred million quid is lost by British businesses every year, because of software 'riddled with errors and lack of expertise' according to the Department of Trade and Industry. Sounds just like the Baudwalk, doesn't it. Did you know that former ZZAP! 64 men of letters **CIARAN BRENNAN** and **JOHN MINSON** cornered yours truly at a recent press launch and chanted the greeting 'scab! scab! scab!' in a gesture of solidarity with striking seamen. At least, I think that's how you spell 'seamen'. Did you know that I have come to the bottom of this page without insulting CRL once! I must be slipping.


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TAITO
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RASTAN
...the
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The latest hit coin-op from Taito.
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INFILTRATOR II - THE NEXT DAY . . .

US Gold, £9.99 cass, £14.99 disk, joystick with keys

Johnny 'Jimbo-Baby' McGibbits is a man who doesn't know the meaning of the word 'fear'. But this is about the only word he doesn't know the meaning of, for Mr M is an accomplished surgeon, scientist, sportsman, combat helicopter pilot and adventurer whose run-in with a certain Mad Leader was the subject of the first *Infiltrator* game.

After successfully accomplishing that mission Johnny's life had lost all its challenge, until he was informed of the re-emergence of the Mad Leader and his fiendish cohorts. Once again, Johnny prepares himself to become . . . *The Infiltrator*.

Each of Johnny's three missions is split into two parts – a helicopter flight 'simulation' followed by ground installation infiltration, but chopper-shy adventurers can begin play in the second half of mission one.

After taking his seat in the Gizmo DHX-2 attack helicopter, the player peruses the plethora of instruments before him. These comprise the standard flight-sim items, such as altimeter, airspeed indicator, artificial horizon, tachometer and compass/ direction finder. On take off, this last item is fed a value given by the flight computer so the pilot can be given a prompt as to which heading to turn the chopper to. The computer terminal screen also shows a map of the area and reports on helicopter systems damaged by enemy fire, for the Mad Leader's forces are also airborne and are looking out for infiltrators.

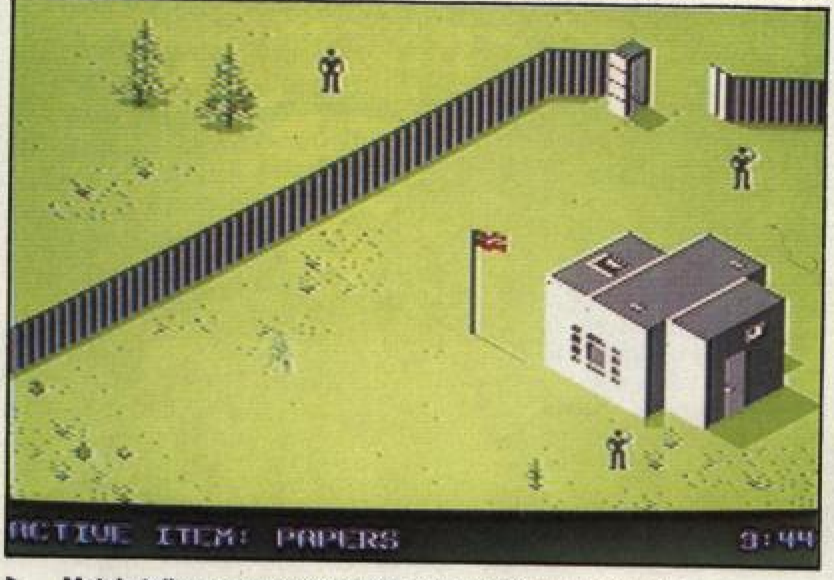
Jet interceptors which could belong to allies, enemies or just plain psychopaths frequently fly past the DHX-2. Unless Johnnie wants to engage in battle, contact has to be made with the other pilot to determine whose side he is on. If his codename gives him away as an enemy, Johnny needs to send back the enemy call-sign *OVERLORD*, while allies should be given the call-sign *INFILTRATOR*. In the event of a dog-fight, the DHX-2 is armed with cannon and heat-seeking missiles, and makes use of chaff and flares for defensive purposes.

When the player reaches his preset destination, he lands (carefully) and starts on part two of the mission, the object of which is to penetrate security and access an item vital to the Mad Leader's plans. The screen shows a bird's eye view of each part of the base complete with minefields, buildings and guards. Johnny is dressed as one of the Mad Leader's lackies and has some forged papers so that he can walk through the base almost unhindered. Should he get too close to a guard, though, Johnny may be recognised and asked to identify himself, which can lead to his capture if a flaw is spotted in the papers.

To avoid a premature end to his lifespan, Johnny also carries a sleeping gas spray and a set of gas grenades to stun guards, as well as a mine detector to help him negotiate booby-trapped areas.

Walking inside a building changes the display to show a perspective view of each room around which the player moves Johnny, avoiding patrolling guards and searching furniture. Filing cabinets contain useless and useful items, ranging from bottles of vodka (which make Johnny rather confused) to extra gas grenades or security passes (to open the doors to secret laboratories). The player keeps track of what Johnny is carrying on an inventory screen which also shows the number of grenades and the amount of sleep-spray remaining. Below the location view is a map of the building which gradually builds up as progress is made through the labyrinth of rooms.

Once the installation has been thoroughly infiltrated, it's time to run back to the chopper and take off for home base, where Johnny will no doubt be informed of the Mad Leader's next fiendish plan which only one man can stop . . . and we all know who that is going to be.



► Matchstalk men and matchstalk cats and dogs constantly patrol the compounds



I wasn't all that keen on Infiltrator **(mainly because I bought the cassette version), and this isn't any real improvement. Admittedly it's a lot harder and provides more of a lasting challenge, but visually and aurally there's very little difference. The graphics and sound are more or less lifted straight from the original, but at least this successor has retained the same appealing line in sarcasm (though even this wears a bit thin after a couple of unlucky captures). Apart from the multiload, the presentation is decent, with the option to start directly on the second stage being a particularly good idea. The only real fault is with the gameplay: the missions aren't overly varied, and the stages within the missions aren't very exciting – much the same problems I found with the original. If you haven't seen either version, then this package could be worth a look; if you've got the original and didn't find it too hot, then steer clear.**



At first I thought I'd loaded Infiltrator I **by mistake, but on further play I discovered that it was the sequel . . . much to my disappointment. The original** Infiltrator **was pretty good when it was released a couple of years ago, but it's now looking pretty dated. The sequel is virtually identical, with only a few minor changes over the original. The game has a nice sense of humour, but for me boredom set in very quickly – I saw it all two years ago. Those who don't have** Infiltrator **in their collection might find this package worth the money – they're both enjoyable arcade adventures – but otherwise I'd give them a miss.**



The first thing to strike me about Infiltrator II **was the exact similarity between it and its predecessor. In fact, if it weren't for the new missions being quite a bit harder, I would have said that there would be no point buying this game if you already had the first. The difficulty level is set too high and after several frustrating hours at the joystick, I still couldn't finish mission one, due to sheer bad luck. Because guards are placed randomly in rooms, one can be standing right by the door as you enter a room, so you have no chance to avoid death if the alarm is active. The first mission, which requires the player to find which of four laboratories contains the chemical to neutralize a vat of nerve gas, is marred by the fact that the contents of the laboratories change between games, and only one chemical isn't conducive to the game ending. Of course, all this means starting the mission again . . . AAAGH!**

PRESENTATION 72%
Good overall presentation with the major exception of a long multiload.

GRAPHICS 66%
Variant in quality, generally deteriorating as missions progress.

SOUND 39%
Not a lot, apart from mediocre sound effects.

HOOKABILITY 71%
The idea of a combination of flight-sim and arcade adventure is compelling.

LASTABILITY 51%
Lots of infiltrating to do, but the frustration element quickly induces a cerebral haemorrhage in the player.

OVERALL 61%
A sequel which only differs from the original in its missions being much harder.

ZZAP! TEST — SIZZLER

BIONIC COMMANDOS

GO!, £9.99 cass, £11.99 disk, joystick only

●GO!'s spectacular shoot 'n' swing arcade conversion

Enemy forces are amassing a stockpile of missiles, hidden deep within the heart of the jungle. The launch countdown has started, and only the player can stop them: parachuting into the undergrowth, the quest begins.

Each level scrolls multidirectionally with a status strip at the top revealing the highscore, current score, lives and time remaining and weapon carried. The player begins with four lives, depleted on contact with enemies, their projectiles or armoured craft or the creatures that roam within the landscapes. Each level has a 200 second time limit: failing to complete it within that restriction loses a life.



I've looked twice, and, yep, this fabulous arcade conversion is definitely from GO!, so try and forget all their previous naffness, because this much maligned company has obviously turned over a new leaf. Sprites and backdrops are very good indeed, but the game's most striking feature is its array of unbelievably good soundtracks. The most accurate appraisal I can give is to say that they're simply the most imaginative and well-implemented pieces of music I've heard on the Commodore since Rob Hubbard left these shores. Get your ears into gear and salza through level one to the accompaniment of a strange blend of Latin-American and ELO riffs. Also on the musical menu are a 70s TV detective theme soundalike, a mellow metallic track, and a tense war movie piece. Amazingly, the quality sounds are matched by the gameplay, and the combination of swingabout and shoot 'em up is accomplished in fine style. This is horrendously good fun and I'd recommend it without reserve.



► Frenetic shoot 'n' swing action in GO!'s *Bionic Commando*

The player is equipped with a rifle and an extendable claw: pushing the joystick in an appropriate upward direction and pressing fire attaches the claw to the nearest outcrop and pulls the player up or swings him accordingly. Weapons and other useful equipment (such as a device to speed up arm movement) are collected by shooting parachutes periodically dropped as progression is made: these are picked up by walking over them or using the extendable arm.

The levels are loaded in pairs, so



A brilliant release has been long overdue from GO!, and this more than makes up for the dearth of quality up to now. The most outstanding impression is made by the superb music: every piece from the funky metallic bashing of the title track to the psychedelic 70s strangeness of the fifth stage is brilliant! Graphically it's OK: the landscapes are all detailed, different and colourful, but things get a bit obscure at times as your character clashes with some backdrops; the main sprite is compact and his extendable claw is effectively done. Gameplay is simple and not all that difficult: once you've got the hang of where to go and when to make a move, it's quite straightforward. However, until then there's plenty of blasting action and swinging to do: if you're looking for a neat conversion that captures the atmosphere of the original and is compelling in its own right, Bionic Commandos hits the mark.

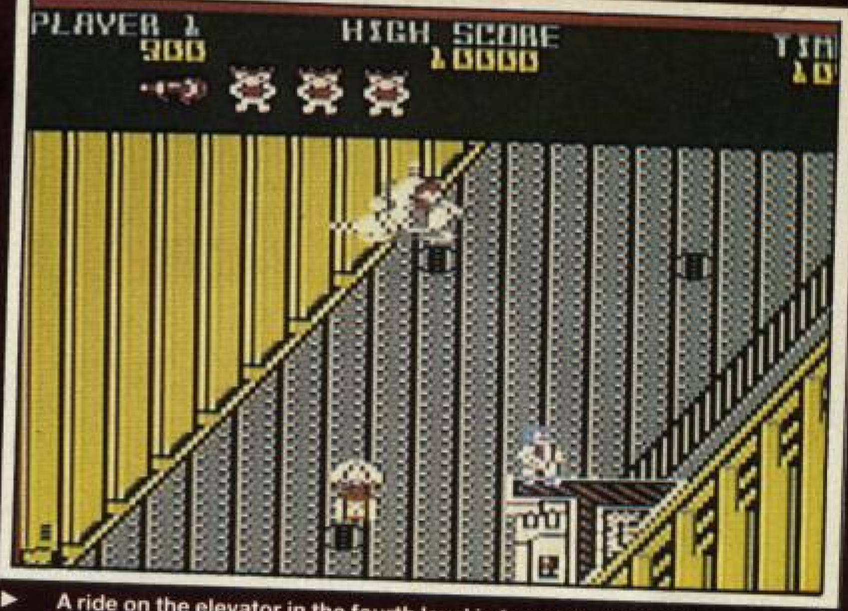




The programmers of Bubble Bobble have turned up trumps again with a superb conversion of this little-known platform arcade game. It doesn't look particularly impressive – the sprites are a little indistinct and some of the backdrops, although nicely coloured, are unclear – but it plays extremely well. The extending arm is a brilliant idea, and Software Creations have captured just the right sort of inertia on the swing, so you can get the Commando to grab a support, leap across chasms and retract his arm to land safely on the other side before he swings back and falls to his doom. As well as climbing up the landscape, the Commando also blasts soldiers and avoids the attentions of giant robots, killer bees and robotic dogs as he battles through six challenging and frenetic levels. Supporting the gameplay are six incredible soundtracks – each one is as individual and innovative as the last. If you're looking for a fast and addictive game, swingalonga Bionic Commandos.

▶ This jungle is no place for the faint-hearted





▶ A ride on the elevator in the fourth level is fun while it lasts; at the top, you'll wish you'd never taken it



that progression from the second multiloads the third and fourth levels. Each section is separately titled, has a unique style of landscape and theme tune, and poses individual problems.

The first stage comprises forest terrain, crawling with armed guards: other hazards include birds, deadly plants and killer bees; the second involves scaling a large fortress guarded by heavy cannon, crate and grenade-throwing soldiers. In the third section creatures eat away the pipe work, stray pipes being fatal; the Control Tower makes up the fourth, with huge metallic barriers to open and bomb-dropping helicopters and hopping robots to avoid. The final stage involves stopping the missile before its launch, swarms of guards on constant patrol.

PRESENTATION 79%
Friendly and unobtrusive multiload, highscore table and polished display.

GRAPHICS 80%
Colourful and smooth eight-way scrolling backdrops and compact, neatly animated sprites, but a slight lack of clarity overall.

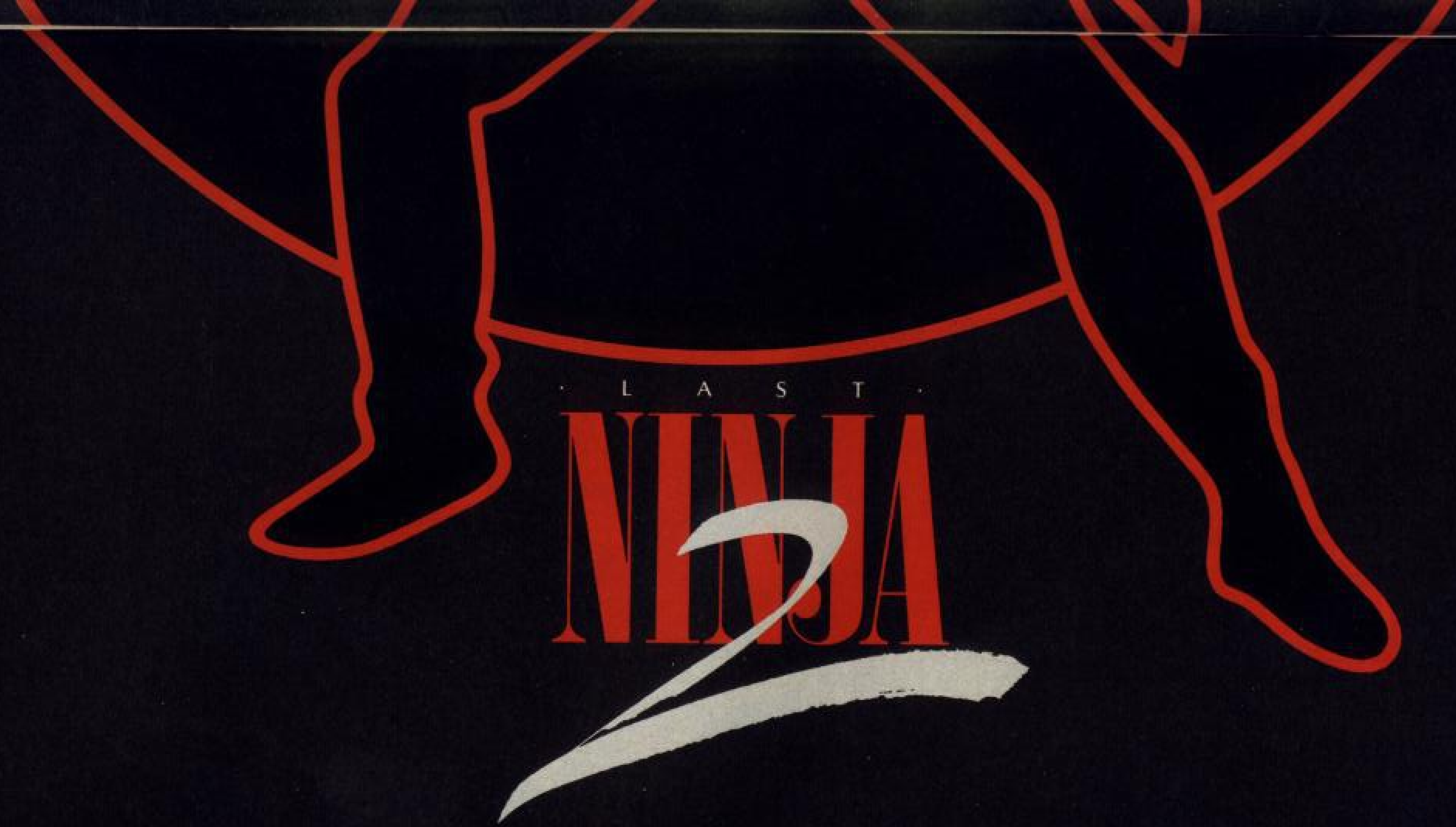
SOUND 97%
Five superbly psychedelic ingame themes, a brilliantly funky title tune but no spot effects.

HOOKABILITY 92%
The combination of visual and aural effects complements the initial ease of progress and enjoyment of exploration.

LASTABILITY 85%
Only five levels, but completion is a difficult and enjoyable task.

OVERALL 90%
By far the best GO! conversion so far, and another great arcade conversion by Software Creations.



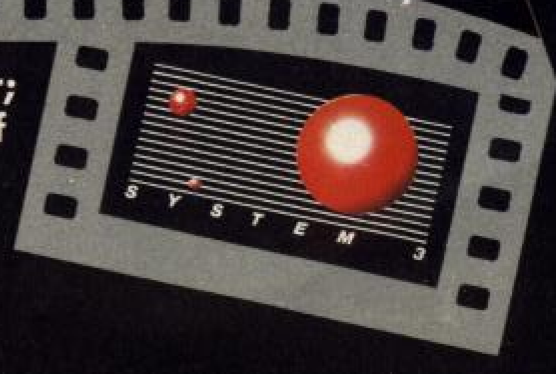


Back with a Vengeance!



Born in a time of peace, lived in the time of war; the shadow warrior returns. Leaping the abyss of time he comes to fulfil his destiny!

DATELINE: 1988 Manhattan **THE TIME:** Now
THE QUEST: to destroy the eternal evil... KUNITOKI!



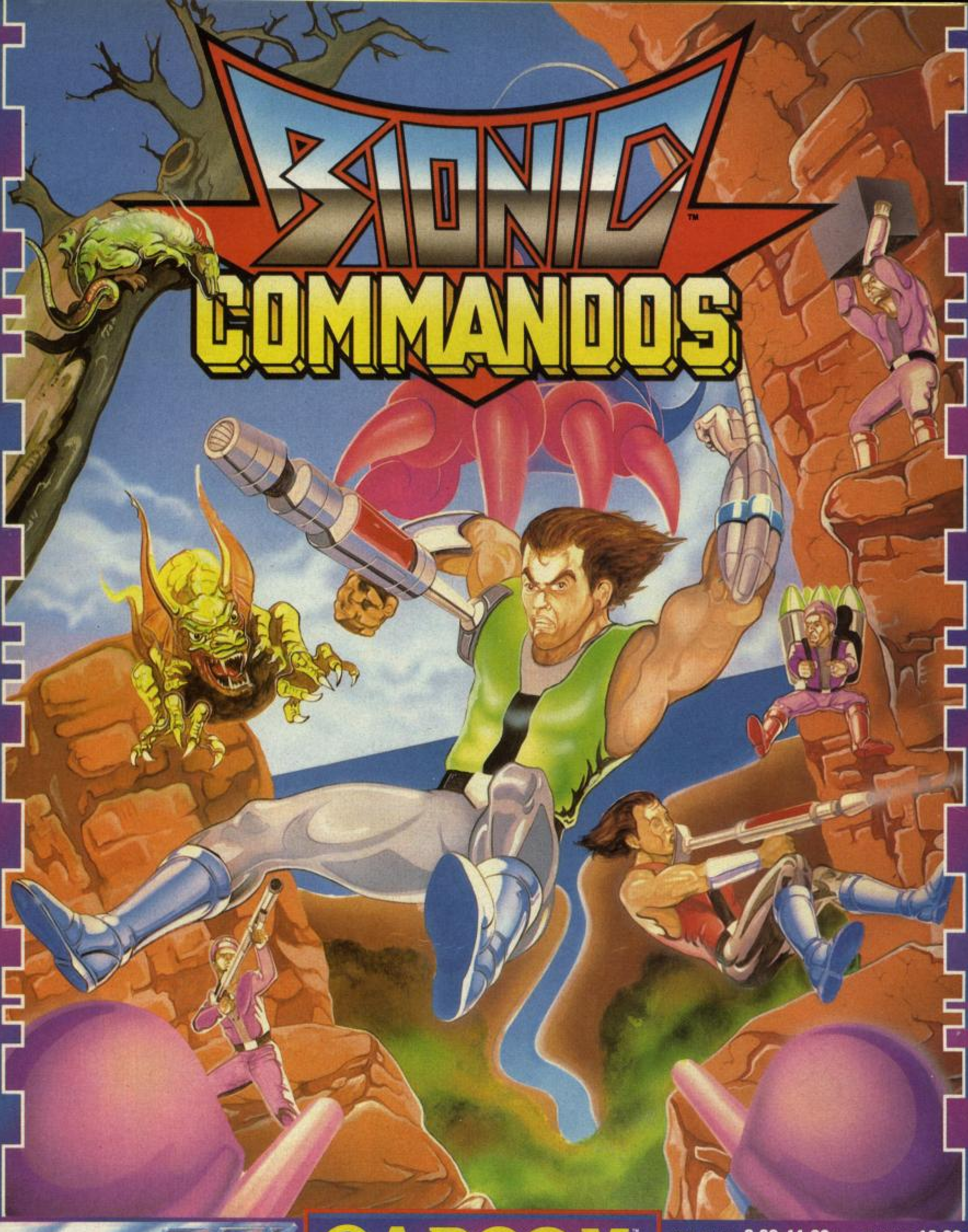
Commodore screens shown.

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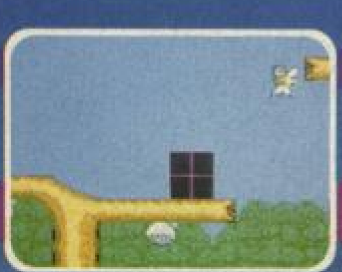


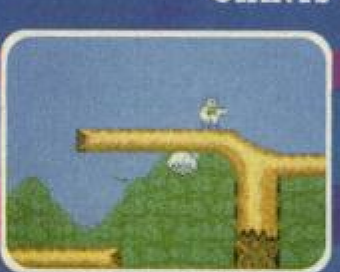
GO!

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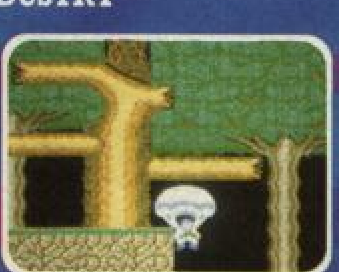




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GO! Media Holdings Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

LAZER TAG

GO!, £9.99 cass, £11.99 disk, joystick with keys

At the beginning of the 31st Century, lazer tag is the world's most popular sport. Its participants are serious devotees, constantly practising for fame and fortune at the Lazer Tag Training School. Entering as a mere Rookie Cadet, your aim is to attain Legendary status.

The game comprises six vertically scrolling levels, starting with Neophyte (beginner) and advancing to Duellist; each stage contains opponents, obstacles, reflective surfaces and refractive blocks. Above and below the playing area, status displays reveal the player's score, time remaining, tags received, and stage reached.

Each level is divided into two runs, played against a time limit of 250 units: if this limit expires one of six lives is lost, and the timer begins again from 59 units. The first run (Shoot Out) involves blasting opponents and ground features on the way to reaching the end-of-level checkpoint; the second (Target) is similar, but the computer guides the cadet's eight-way movement whilst the player controls his firing: this latter exercise tests accuracy of shooting skill.

Opponents include other cadets, roving helicopters and multi-terrain vehicles, all of whom unleash invisible laser fire: should this strike the player's tag, a life is lost. Shooting spinning terminals doubles or quadruples the player's fire rate, shooting opponents increases score, and collecting equipment awards bonuses for time, score or lives at the end of a level.

The landscape is used to the player's advantage: reflective surfaces deflect the laser fire accordingly, domes divide the beam into two and pyramids split it into four.



Once again Probe prove that they're incapable of producing a good toy tie-in. I would have thought that a Lazer Gun would be ideal subject matter for a computer game. Obviously the designers don't think so, since the resulting game consists of running through six short levels of totally uninspired action. The graphics and sound are bland, with samey backdrops, poor sprites and uninspired effects, and there's nothing in the gameplay to keep you engrossed longer than a couple of sessions. Just to make things worse, the game is easy to master – so even if (by some remote chance) you enjoy the game it's unchallenging nature means that boredom soon creeps in.



In bringing the game of the gun to your Commodore, Probe Software have unfortunately failed to capture any of the excitement that can be had with the eponymous toy. What we have instead is a dull and confusing shoot 'em up with a mere six substantially invariant levels of gameplay. In fact, the game's only remotely imaginative elements, the reflectors and splitters and having to make two trips through each arena, can't even help the game shine. One of the most annoying quirks the game exhibited while I was playing was the way I lost one life after another, as the computer set me running round in confused circles so it could dispatch a tagger to deal with me while I was helpless. Graphics and sound are also less than inspiring and the only comfort to be had by playing this is thinking that GO! are moving on to better things.



This is a very uninspiring translation of the toy. For a start, it only has six short, very dull and very similar levels; if the gameplay were any more thrilling, this wouldn't be too much of a disadvantage, but the action (yawn) involves walking around, shooting and getting bored. The visual and aural appeal is equally limited, since the graphics aren't significantly different, the sprites are poorly animated and the sound consists of a limited number of standard spot effects and a whining tune. The presentation is OK, but the two-player option is stupid, since the second player only starts when the first has finished. Try the other GO! products this month: this isn't worth the effort.



▶ **Dull horizontally scrolling action characterises GO!'s interpretation of *the toy***

▶ **Just a few more steps will get our lazer-toting hero to his goal**



PRESENTATION 70%
One/two-player option and a choice of music or sound effects; bland presentation on-screen.

GRAPHICS 59%
Average sprites couple with unusual but basic backdrops to produce an overall impression of dullness.

SOUND 54%
An odd and annoying tune is the only alternative to mediocre spot effects.

HOOKABILITY 39%
Originality and action are thin on the ground, and play soon induces boredom.

LASTABILITY 18%
The lack of thrilling gameplay and limited number of levels cripples lasting appeal.

OVERALL 22%
A tiresome, unexciting and unspectacular shoot 'em up.

THE GREAT GIANA SISTERS

GO!/Rainbow Arts, £9.99, £11.99 disk, joystick with keys

●Rainbow Arts' cute, colourful and immensely playable *Super Mario Bros* variant



One night, when little Giana from Milano was tucked up in her bed and sleeping fast, she had a mysterious dream. Through the swirls of a dark, deep dreamscape she suddenly found herself in a strange land of traps, tricks and malevolent creatures.

To escape this weird world of imaginings, Giana passes through its 32 levels in search of a great, magical diamond. These stages are set either above or below ground and scroll horizontally from right to left. Each one is completed within 100 seconds, otherwise a life is lost. Seconds remaining at the end of a level are multiplied by ten for a bonus.

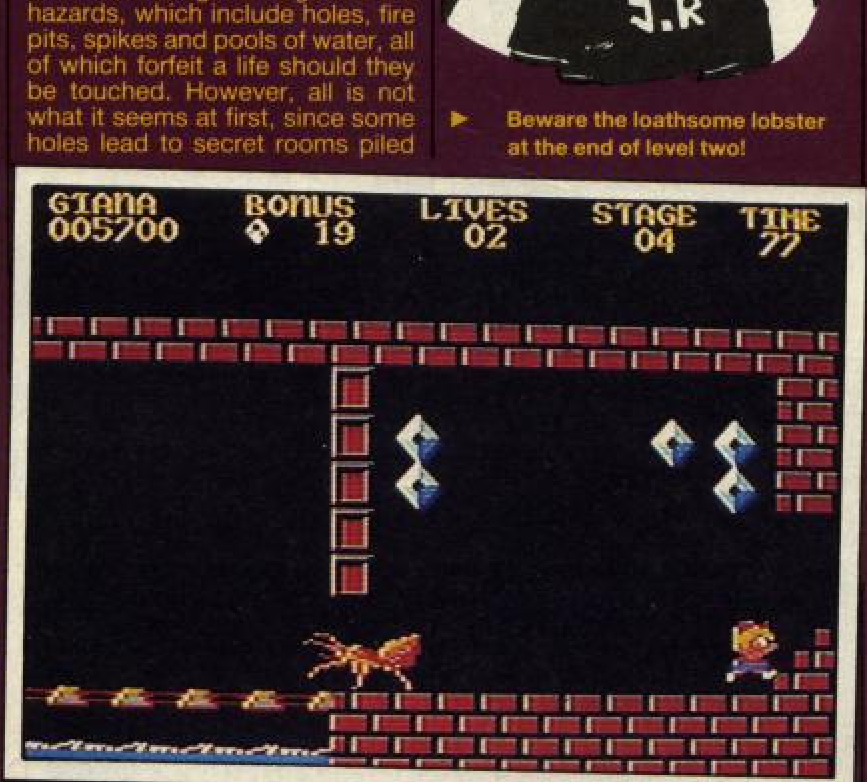
A status strip at the top of the screen displays the score, crystals collected, lives remaining, current stage and time left. Crystals are collected in three ways: head-butting beige coloured rocks, picking them up loose or by hitting ordinary blocks, some of which yield three jewels or more. Gathering 100 crystals rewards the player with an extra life to add to the initial three.

The landscapes consist of platforms and obstacles. Giana jumps or runs left or right to negotiate the hazards, which include holes, fire pits, spikes and pools of water, all of which forfeit a life should they be touched. However, all is not what it seems at first, since some holes lead to secret rooms piled high with magic crystals: a process of trial and error reveals which holes are fatal and which magical.



A fter some initial hiccups – or should I say gigantic burps – things seem to be looking up for GO! Great Giana Sisters **is a clone of the utterly superb** Super Mario Bros, **and although it isn't as good as Nintendo's classic, it's still both incredibly addictive and tremendously playable. There are plethora of hidden bonuses and rooms to discover across 32 action-packed levels, and just to keep you on your toes, there's also a strict time limit!** Great Giana Sisters **isn't just fun to play – it looks good too! Nicely animated 'cute' sprites and strange backdrops work together perfectly to create a strange dream-like world – some of the creatures and objects are really weird. Anyone lucky enough to have** Super Mario Bros **won't find this particularly appealing because** SMB **is far more refined, but for those without,** Great Giana Sisters **offers a fiendishly playable platform game that'll have you burning the midnight oil for weeks.**

► **Beware the loathsome lobster at the end of level two!**



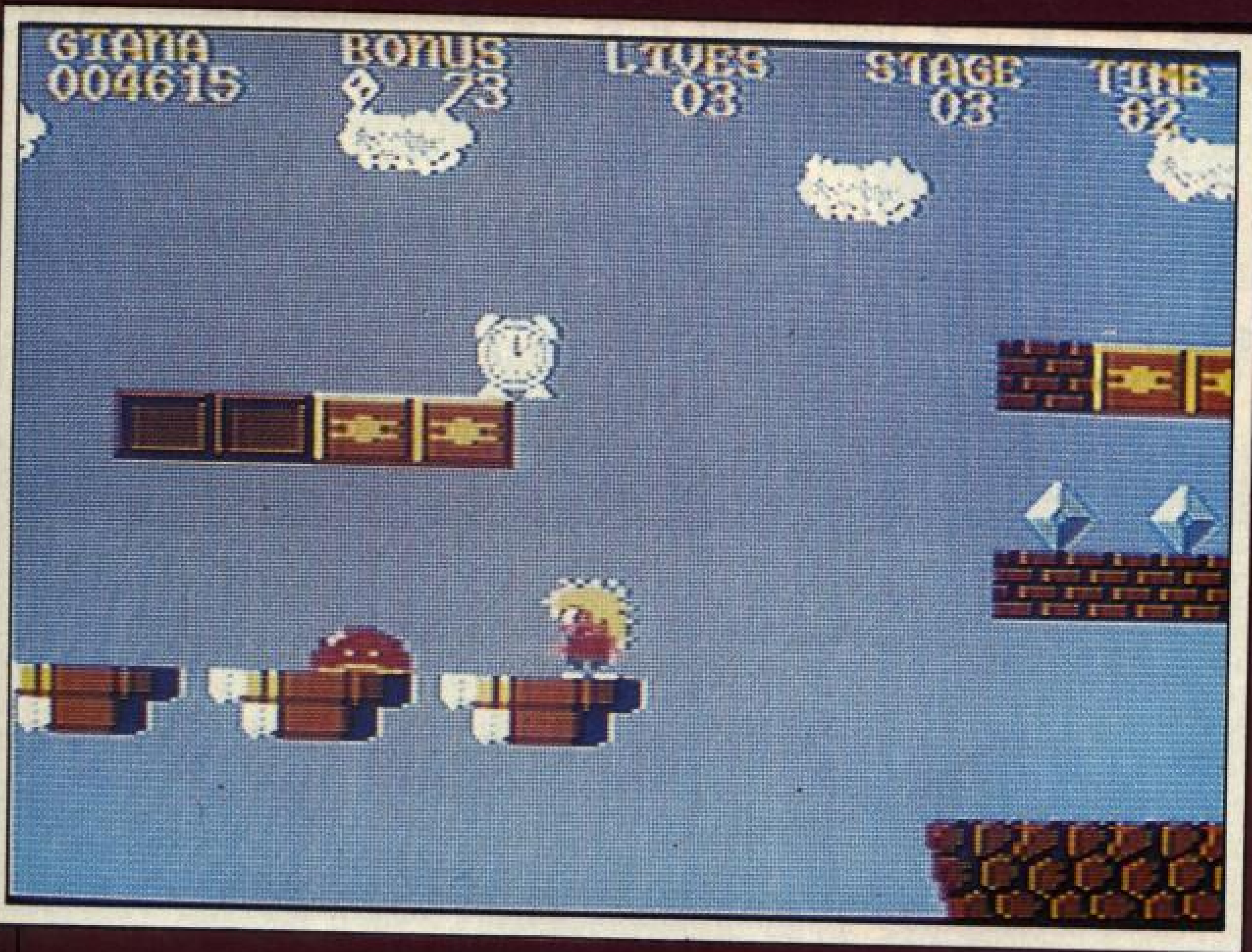
▼ **Some deft tiptoe work is required to negotiate these hazardous obstacles**



Alien beings, disguised as cute and cuddly creatures such as giant bees, lobsters, wriggling worms and bouncing blobs, wander around the landscapes intent on their own business. Contact with any of these is fatal, but they are easily destroyed by squashing them from above, shooting them with dreambubbles or annihilating large numbers with a smart bomb.

Weapons and extra features are collected from beige blocks to allow safer passage through the dreamscape: the first of these is a firewheel which transforms sweet, well-behaved Giana into a punk who head-butts bricks. Weaponry is supplied in the form of a lightning bolt (dreambubbles), double lightning (dreambubbles which rebound off obstacles to be caught again) and strawberries (dreambubbles which home in on their victim).

Other features are activated with the space bar and include a clock which puts creatures to sleep for a short period, magic bombs, a water drop (protection against fire) and a lollipop, which yields an extra life.



▲ Gorgeous, pouting Giana spans great chasms in one giant leap

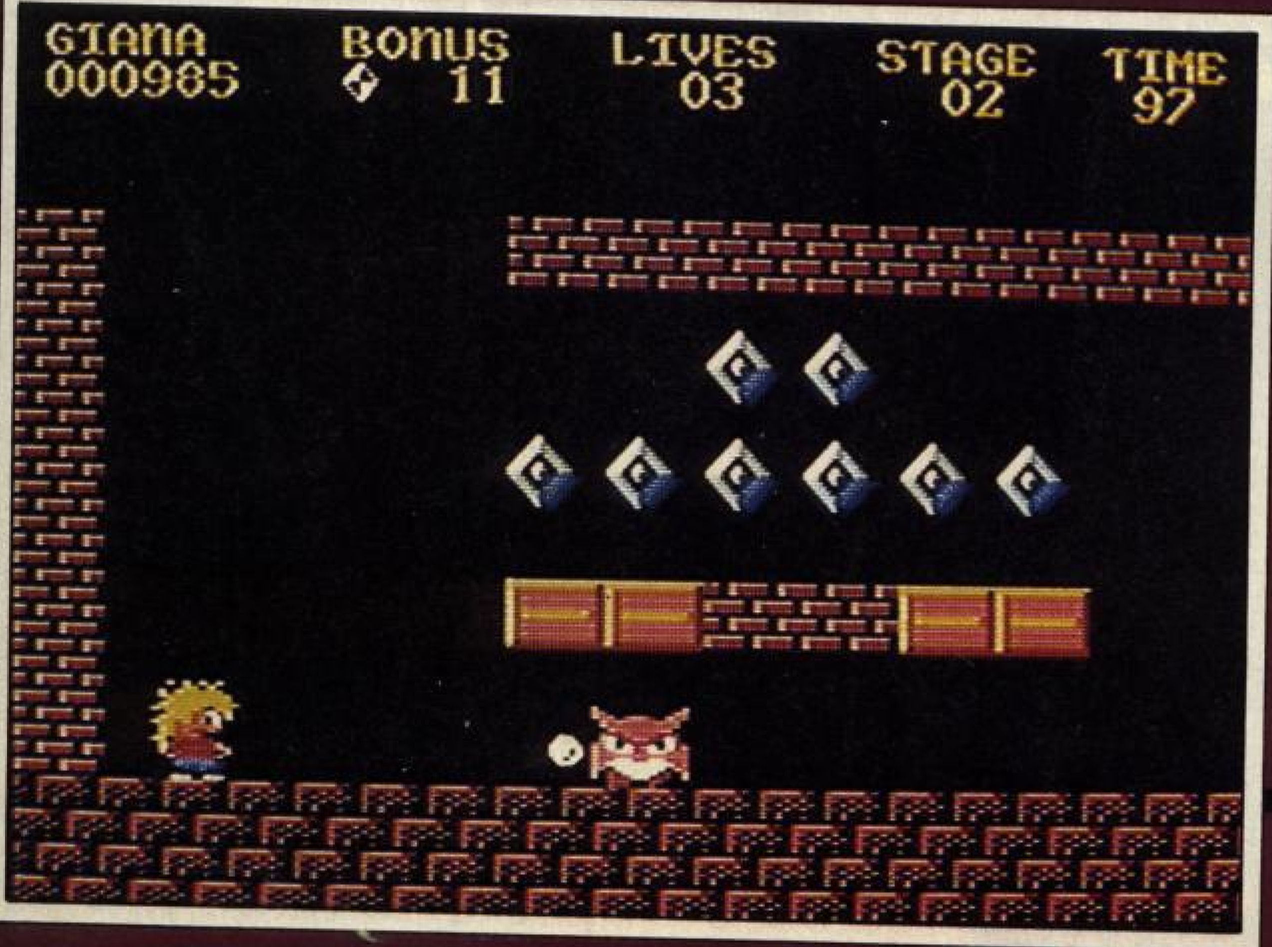


Bearing in mind the immense success of Super Mario Brothers, I'm surprised that no-one has tried to emulate its format before. Though it isn't an exact copy of said blockbuster, Great Giana Sisters manages to recreate the aura of cute platform play which appealed to so many gamers, and hence the game's appeal is really quite astounding. Something which this game has borrowed from the arcade is its surprise bonus blocks and treasure rooms, and it's always very satisfying to come across a block jam-packed with crystals. Cartoonesque sprites and mushroomy landscapes fit the bill perfectly as does the excellent background music. Minor deficiencies which are brought to light in the comparison with SMB, such as the slightly tricky jump control and the post-mortem resetting of the crystal counter, may irritate true devotees of that classic, but less discerning platform addicts should be well pleased with what is a thoroughly entertaining game.



This is one of the most addictive arcade adventures I've ever played – it's amazing! The gameplay is just fabulous: the basic collect and shoot action is brilliant in itself, with great graphics and a wide range of weapons and extra features to collect, but on top of this there are loads of secrets to be discovered. You can play the same level for ages and then suddenly discover a bonus room packed full of jewels, or head-butt an apparently ordinary block only to find it yields half a dozen crystals. With 32 levels to complete there are enough surprises and bonus sections to satisfy anyone: you can even walk along the top of the screen if you want to! The visual impression is just great: Giana and her sister are cutely animated and neatly drawn, the enemies are designed for maximum appeal and the backdrops are diverse, colourful and deviously laid out. The sound might seem a bit twee at first, but it suits the game's jolly tone perfectly, and is certainly not annoying. It's the best game of its type since Bubble Bobble, and there can't be many higher recommendations than that.

▼ That 'orrible owl is about to start 'owlin'



PRESENTATION 95%
Two-player option, a multitude of bonus screens and surprise features, with a highscore table saved to disk.

GRAPHICS 91%
A wide range of appealing characters couple with brightly coloured and varied backdrops to create a superb cartoon-quality atmosphere.

SOUND 77%
A cute tune and appropriate spot effects jolly along simultaneously.

HOOKABILITY 95%
The simple, appealing gameplay is instantly addictive; the brilliant visual and aural impression is the icing on the cake.

LASTABILITY 95%
The 32 levels are only the beginning: many more secret rooms and mysterious features are there to be discovered . . .

OVERALL 96%
A fabulous, compelling and constantly rewarding arcade adventure.

SKATE CRAZY

Gremlin, £9.99, £14.99, joystick only

Pull on your skates, put on your shades, jam on your cap and get down to the local multi-storey car park where your prowess on eight wheels is put to the test in the 'Car Park Challenge'.

As a skater who wants to prove his def-ness and improve his street cred, the player grooves his way around one level of the car park which has been turned into a multidirectionally scrolling arena for the gladiators of roller racing. The skater has cans to kick over, litter to collect and obstacles to avoid in the shape of cones, ramps, sand, bouncing balls, flying frisbees, mazes of tyres and rocks, and even other skaters. Finishing each level is a battle against time to negotiate a series of gates in a set order, the next gate being signified by a row of dots which flash between its flags.

To complete each round successfully, though, suitably impressive stunts and tricks are carried out to appease a set of four judges. These each have a card which they periodically display at the bottom of the screen, notifying the player of his progress. When the player's energetic jumping skills have gained enough points to qualify, he skates through the finishing gate and has his performance rated. Failing to qualify forces the player to skate around the car park against the clock, picking up a set number of pieces of litter. Beating a level allows the player to skate to the level's exit ramp, from where he chooses to move up to the next level or leave the car park and move onto the next part of the game, 'The Skate Crazy Championship Course'.

This section of the game is a race against time over four horizontally scrolling cityscapes of platforms and ramps, with the player building up speed on his skates using a paced joystick waggling movement. Ground level obstacles and gaps in the floor are crossed with leaps of controllable strength and items at head height are avoided by judicious ducking. Birds and other creatures also spell doom for the heroic skater, unless he is able to avoid them or throw things at them.

Points are scored in this section by picking up extra skating paraphernalia, such as pads, clothes, skates and litter.

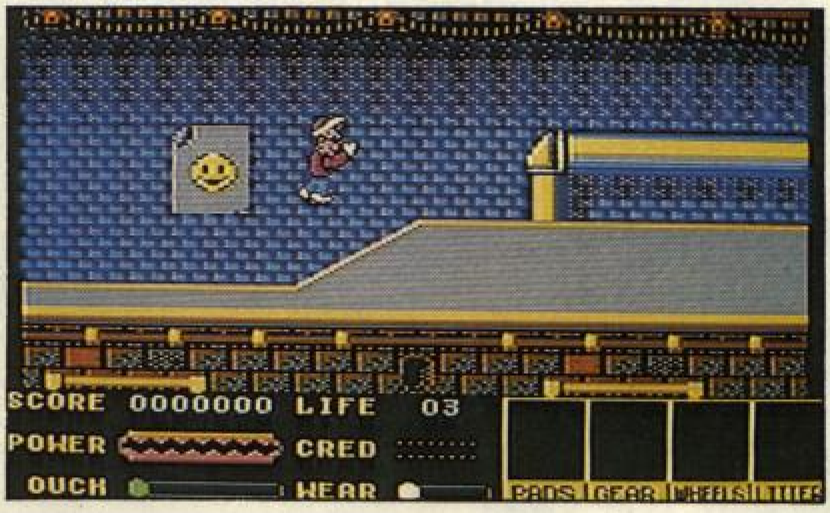


Skate Crazy sports some very impressive graphics and sound – the backdrops are very colourful and the sprites are almost cartoon-quality. The first section is very enjoyable, a sort of obstacle race over a multidirectionally scrolling backdrop. The going is pretty tricky at first, with a pleasantly frustrating control method, but perseverence reaps rewards, and it doesn't take long before the skater is zooming around under full control. Unfortunately the second part, the horizontally scrolling dodging game, isn't so appealing due to the repetitive nature of the gameplay – it's good fun at first, but you end up doing the same moves over and over again. Having said that, Skate Crazy is still well worth a look if you're into whacky arcade games.



Though it isn't quite as brilliantly animated, well presented or varied as EA's Skate or Die, this latest Gremlin offering is an addictive and enjoyable addition to the skate sim range. Visually, it's very smart, even if the main character lacks in frames of animation: the snippets of parallax scrolling work very well, the backdrops are detailed and (usually) very pretty and the overall effect is cute and colourful. In both sections your character picks up a fair turn of speed, and jumping over predetermined or random obstacles or performing tricks for points is an immediate pull. The multiload is nicely implemented into the game structure, since it simply means flipping the cassette with all current scores saved for the next level. Once you've mastered the slightly unfriendly controls on the horizontally scrolling sections, there's plenty of skating action to be enjoyed.

► The awkward control method makes moves like this pretty impressive





The best thing about this game is undoubtedly the very well drawn graphics and their implementation. The parallax scrolling in the second game is particularly effective and contributes to making this an impressive package. I have to admit that I found the game slightly over-difficult, due to some pretty tight time limits in the first part and a tricky control method in the second. Building up sufficient speed to leap obstacles on the Championship Course is difficult because it's so easy to crash and interrupt the flow of my joystick waggling. The ability to cavort around the car park challenge course amongst tyres, cones, and ramps is good fun though, and the combination of litter collecting and ramp jumping is nice and unusual. The cassette multiload wasn't half as tortuous as I feared and on the whole I think it would be worth a look if you're willing to part with a tenner this month.

► Introducing the multidirectionally scrolling skate park: all kitted out and ready to roll



PRESENTATION 78%
Well presented on-screen but not many options to fiddle.

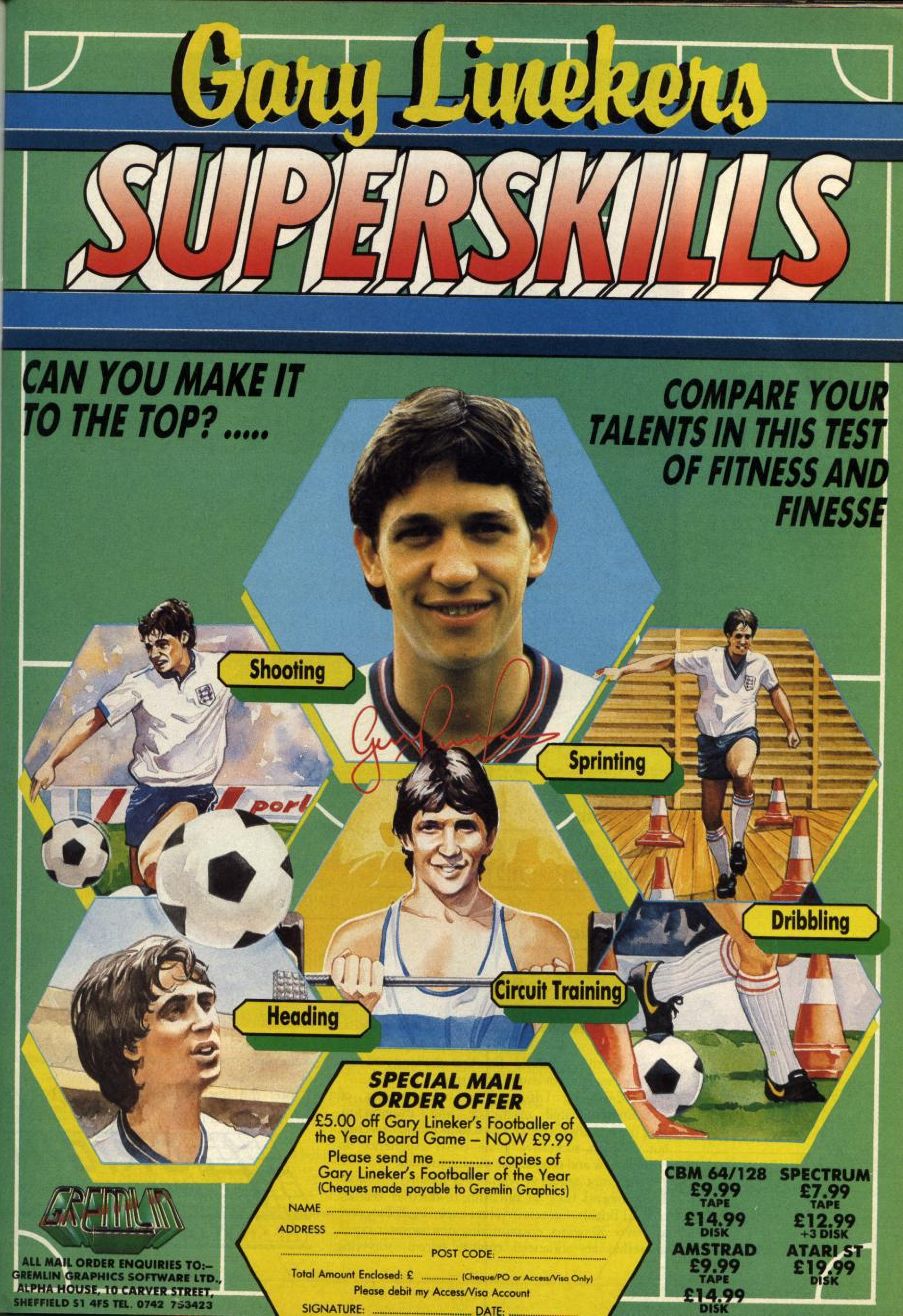
GRAPHICS 87%
Colourful cartoon sprites and backdrops.

SOUND 70%
Bouncy Daglish title track and appropriate effects.

HOOKABILITY 81%
Enjoyable action from the outset.

LASTABILITY 82%
Basically two different games, but could become ultimately repetitive.

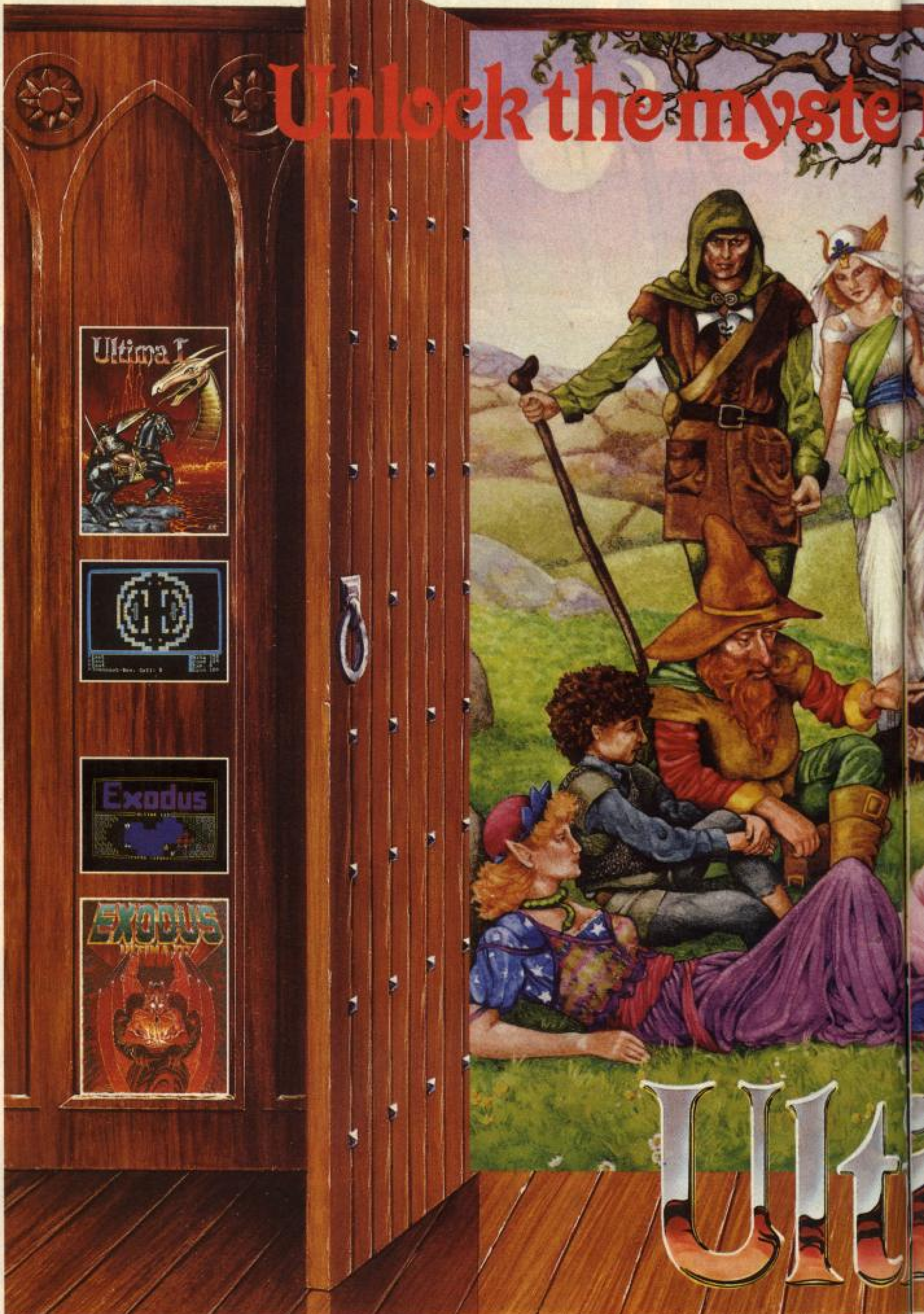
OVERALL 86%
A smart skate-about which is well worth a look.


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WIZARD WARZ

GO!, £9.99 cass, £11.99 disk, joystick with keys

The seven greatest magicians are ripe for conquering. As a trainee sorcerer with little power and no experience, your ultimate aim is to become chief wizard by defeating them in combat.

The game is played over three multiloaded stages, each of which involves combat with any of 30 types of monster: these range from the relatively weak great wasp through such eldritch demons as trolls, crystal men and minotaurs, finally to a terrible sorceress. Fortunately, the player is armed with any of nine spells ranging from a fireball to a wall of stone.

Before play commences four spells are selected from a list of nine, their relative effectiveness detailed in the instructions. The first stage involves returning six items to appropriate towns in an eight-way scrolling landscape bounded by a great sea. These items are held by monsters which lurk in forests or wasted plains; approaching one launches the player into a combat sequence in the monster's dimension.

Both the player and his opponent have three status levels, mental, physical and spiritual; if any of these are depleted by the enemy's spells, the game ends. Successfully defeating a monster releases an item which, if returned to its town of origin, awards the player two food points, thus replenishing lost energy.

The second stage involves combat against any of 30 different monsters, selected by the player. When killed, these monsters relinquish predetermined items from which a wand, a ring and a dagger are required to pass to the third level.

In the final stage the player faces the seven Mages in order from Wolf Lord to Dragon Lord. Each wizard is safe in a stronghold guarded by his loathsome familiars; defeating these rewards the player with a battle of spells against their master. After defeating a mage the player's attributes are, if not already sufficient, increased to match those of his next opponent.



The role-playing aims of this cocktail of genres at first seem well accomplished. The instructions list 44 enemies and eight selectable spells to slay them with, and the screen display has a suitably medieval look to it, so fantasy gamers would appear well catered for. This impression is tainted after actually playing the game, however, because of two flaws which come to light after a few minutes' play. The player's interaction with the very large map is, frankly, silly. A small portion of it is displayed in a round window which is just too small to give an adequate view of the current location. Something that isn't mentioned in the instructions is the fact that the player has a pair of ten-league boots at his disposal which allow him to cross mountains as if they were molehills. Surely the different terrains could have had varied effects on the player? The other irksome feature is the way that spells cannot be replenished after they have been exhausted. In one encounter with a triffid, every hit I took removed one of my four spells, leaving me with one option – dying – and this I did without remorse.

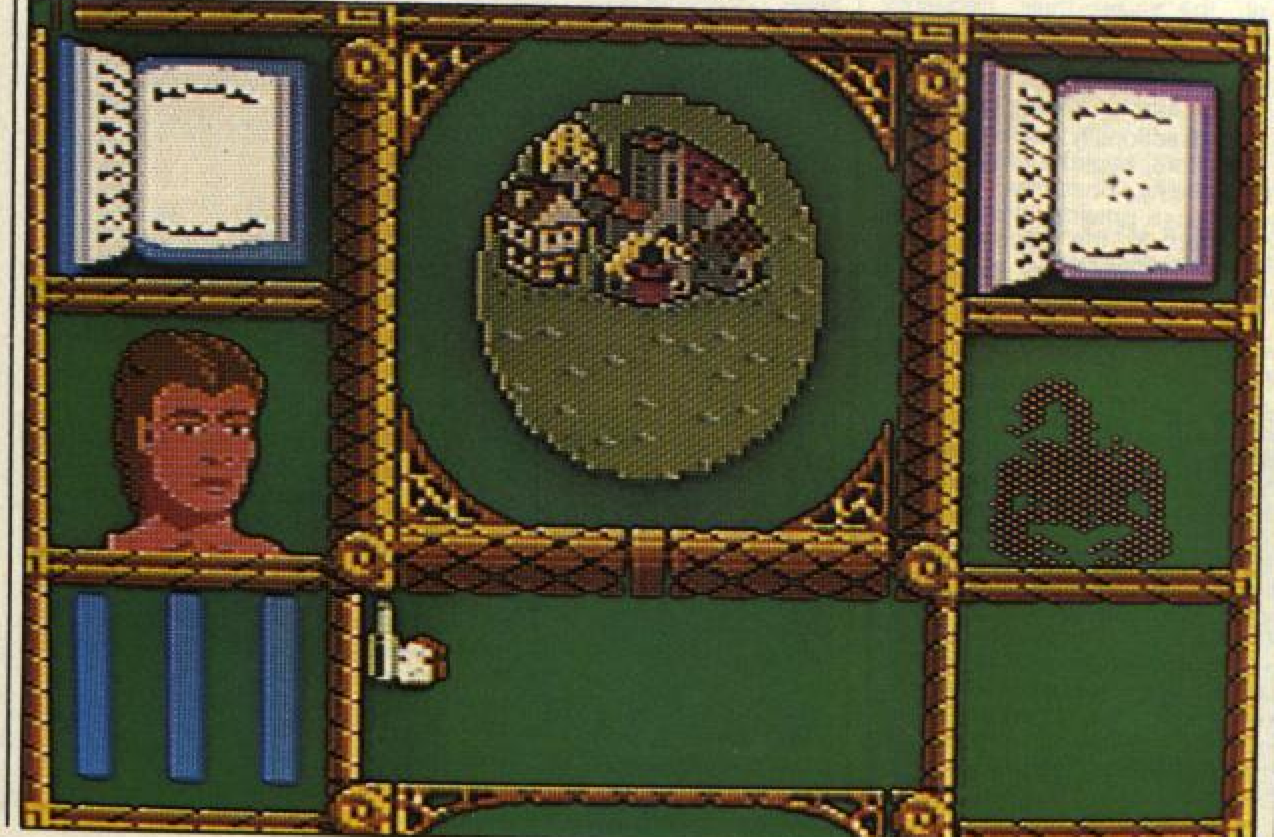


If it weren't for the abysmal on-screen display, this would be compelling. The concept is excellent, though very much cast in the Druid mould: the limited range of spells at your command is offset by the hordes of horrible demons facing you. The game relies a lot on atmosphere, generated by its graphics and sound: unfortunately, both are substandard. Graphically, the tiny screen display, minuscule sprites and jerky scrolling ruin any sense of power or excitement in exploration and combat. Sonically, the effects are weak and silly, with the same resultant effect. The only reasonable part is the average title track, but ten pounds is a lot to shell out for some decent music. If you're prepared to stick with it and ignore the lack of polish, it's a reasonable game; otherwise, try before you buy.



► Across this jerkily scrolling and minuscule backdrop, a wizard war is about to be fought

► Towns are useful for getting enough food to restore lost energy



PRESENTATION 32%
The instructions are good, but the unattractive and indistinct screen display ruins the action.

GRAPHICS 18%
Jerky scrolling, minuscule sprites and uninspired use of colour throughout.

SOUND 44%
The sound effects are simple and soon grate, but the title theme is OK.

HOOKABILITY 26%
Wandering around is uninteresting and the action is clumsy, but the combat sequences are sometimes enjoyable.

LASTABILITY 41%
If you ignore the awful presentation, the task is both large and challenging.

OVERALL 30%
A very poor interpretation of an excellent concept.

ROADWARS

Melbourne House, £9.99 cass, £11.99 disk, joystick or keys

Their planet long since devastated by terrible war, the population of Armageddon now take refuge in colonies on the world's moons. Linking the moons and their colonies is a marvel of 25th century engineering, a network of computer-controlled magnetic roadways crossing space.

The network and its users are now in dire peril, because the computer maintaining the roads and their safety devices has run amok making them unsafe for traffic. The side panels which create the magnetic field and keep vehicles on the road are malfunctioning, sending large and deadly sparks across the road.

The task of destroying the blue rogue panels has been given to two robot battlespheres, each of which is placed under a player's control. The battlespheres are



► *Roadwars: a poor conversion of a poor arcade game*



In the conversion process a weak arcade game has been transformed into an even weaker Commodore game. With two players fun is in short supply, unlike single player mode, which is just a joke. The computer player competes without the slightest hint of intelligence and persistently tries to bounce you onto the opposite side of the road, unless you know the secret trick. **This involves shunting the other battlesphere across to the far right of the road. He then stays in that position until destroyed, intermittently pumping laser bolts into the panels on the left of the road, and leaving the player with the undemanding task of sitting in the centre of the road and pressing the fire button for all he is worth. Thus he collects both of the extra shots and doesn't run any risk of crashing into balls (they are shot as soon as they come on screen), or chevrons (which always appear on the left of the road). Another freak effect is brought to light on later levels, which I was allowed to play for only two or three seconds before I was whisked away to the next road for some reason. In one game, I was on level 14 in under two minutes! And the action was still the same as on level four . . .**



The arcade Roadwars **isn't spectacular, but something better than this could have been made of it. The graphics are terrible: the planet is static, the 3D update is mediocre, and the main sprites are badly drawn and bland, with minimal frames of movement. The sound doesn't amount to much either: the music is energetic but nothing special and the sound effects are simple and annoying. Major faults lie with the control method (the presentation as a whole is weak), which is hopelessly clumsy because the reaction time is too slow, and the inter-level similarity: blasting rapidly becomes boring. Even if you were a fan of the arcade version, avoid this like the plague.**

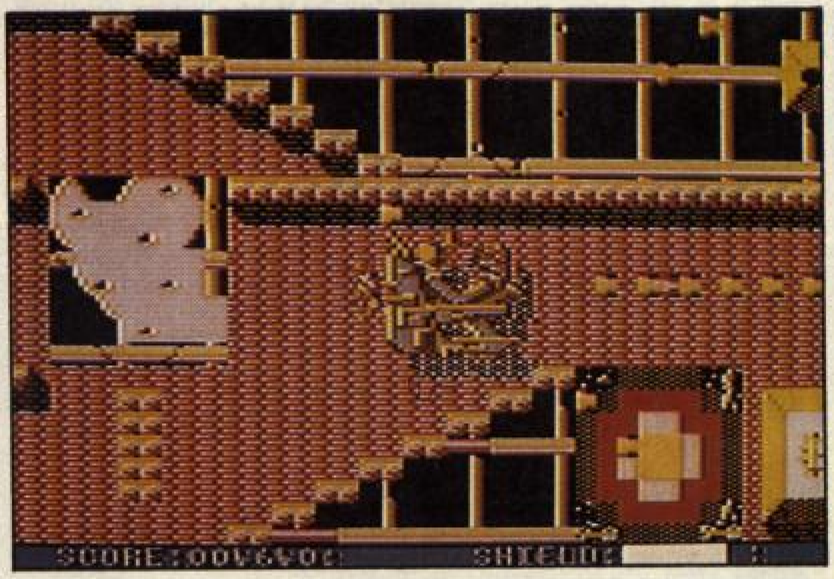
TRIGGER HAPPY

CRL, £9.95 cass, £14.95 disk, joystick only

Having saved the good ship Thundercross from a vast, intergalactic Hoover, Flight Commander McCoy faces a sterner mission: Space Control 25 reports that an alien force is causing havoc in the outer reaches of the stratosphere.

Taking control of an AFC (Advanced flight capsule), the Commander faces a fleet of 32 right-to-left horizontally scrolling alien spacecraft, comprising mazes of ground installations defended by gun turrets, traps, shield repairers and destroyers. Contact with any of these or their frequently launched projectiles results in depletion of a shield, total loss of which is fatal.

The AFC is armed with three multidirectionally firing rocket launchers, capable of destroying all enemy obstacles. Unfortunately, a major design fault resulted in the capsule being unable to move whilst its weapons were blasting aliens into gobbets



► **Someone should have pulled the trigger on this latest CRL offering . . .**



Just when the rancid Thundercross **(16% Issue 35) is fading from memory, CRL release a sequel which looks identical and plays even worse. Personally, I don't think** Trigger Happy **should have ever gone further than the design stages. The concept is pathetic – guide your ship over a shuddering horizontally scrolling landscape, avoiding or shooting obstacles. Yes, that's all there is to it – blast 'n' dodge 'n' fall asleep. This complete lack of depth is further compounded by the inept game design: the ship is often put into a situation where if it chooses a wrong route it gets destroyed – so it's luck and not skill that often gets you through a screen. On the positive side** Trigger Happy **sports a good title tune, but really it's worth nothing when the gameplay's as appealing as eating green rotting tripe.**



I must admit that my belief in reincarnation was flagging but Trigger Happy **has changed all that. The soul of** Thundercross **hasn't returned to Earth in the form of a cute little rabbit or a wriggly earthworm, but as its own twin brother. The awful gaudy colour schemes, jerky scrolling routine and chunky graphics (which make this game distinctively CRL) haven't changed at all. Gameplay *has* changed, but only slightly, with the addition of a strange shield replenishment system, and the fact that hours of practice to get to a new level could be wasted if you steer your capsule down one of the many dead ends. The difference between levels, though, is minimal and there is no compulsion to play more than a couple of games. I'd be quite** happy to pull the trigger **on this one.**

armed with a directable laser cannon for blasting panels and obstacles, and a retractable shield as defence against sparks. The shield is lowered to fire, and a hit from anything other than a spark destroys it, leaving the battlesphere unprotected.

Objects approach the battlespheres thick and fast. Balls and chevrons are capable of removing a player's shield or destroying his vehicle should he fail to avoid or shoot them. Running over an arrow bestows upon the player the ability to fire one extra shot at a time, up to a maximum of three. Later roads pass by malfunctioning defence satellites which unleash laser bolts across the tracks unless they are quickly disposed of.



To be honest I thought Roadwars was a lousy arcade game, and this conversion has lost its few good features. For a start the graphics are very poor. Sprites that lack detail and unchanging backdrops make for a tedious visual experience, and the ears are similarly bored with some equally repetitive sound. The gameplay continues this low standard: not only is Roadwars dull to play, it's also badly designed – the best tactic is to sit in one position and press fire. Obviously 'playtesting' is a dirty word at Melbourne House. Finally, the £10 price tag is a complete joke – I'd rather set fire to my money, at least I'd get more enjoyment out of it.

PRESENTATION 31%
A two-player option allows two players to feel all the tedium in half the time. Gun control is difficult with a joystick.

GRAPHICS 22%
Almost reasonable perspective effect which changes not one jot. Rubbish sprites.

SOUND 32%
Funky but repetitive tune and weak sound effects.

HOOKABILITY 22%
Possible interest for fans of the arcade game.

LASTABILITY 16%
Extremely monotonous all round.

OVERALL 19%
A right load of spherical objects.



Hmmm... First impressions may make you think that this is the notorious Thundercross disguised as exactly the same kind of slow, jerky horizontal scroller. However, after considerable playtesting, observing the awkward eight-way control method, the blocky, blandly coloured graphics and feeble sound effects, there is a slight difference: the title music is marginally better. There are two major things wrong with it: there are no airborne aliens to break up the monotony of avoiding ground defences, and you can't move when you fire – this latter aspect is particularly galling in tight spots since there's nothing you can do but lose energy. These aren't the only poor aspects – name a category and see how low a Uridium variant can stoop – but they help to make this my turkey of the month.

of slime.

The full screen playing area is supported by an information strip which details the score (increased for destroying ground targets), the current level and shield remaining. Completion of a level rewards the player with a password allowing direct access to the next level from the title screen; completing the game reveals a special screen allowing the player to become involved in future releases from the Zen room!

PRESENTATION 17%
Dull screen display, an odd scenario and a clumsy control method.

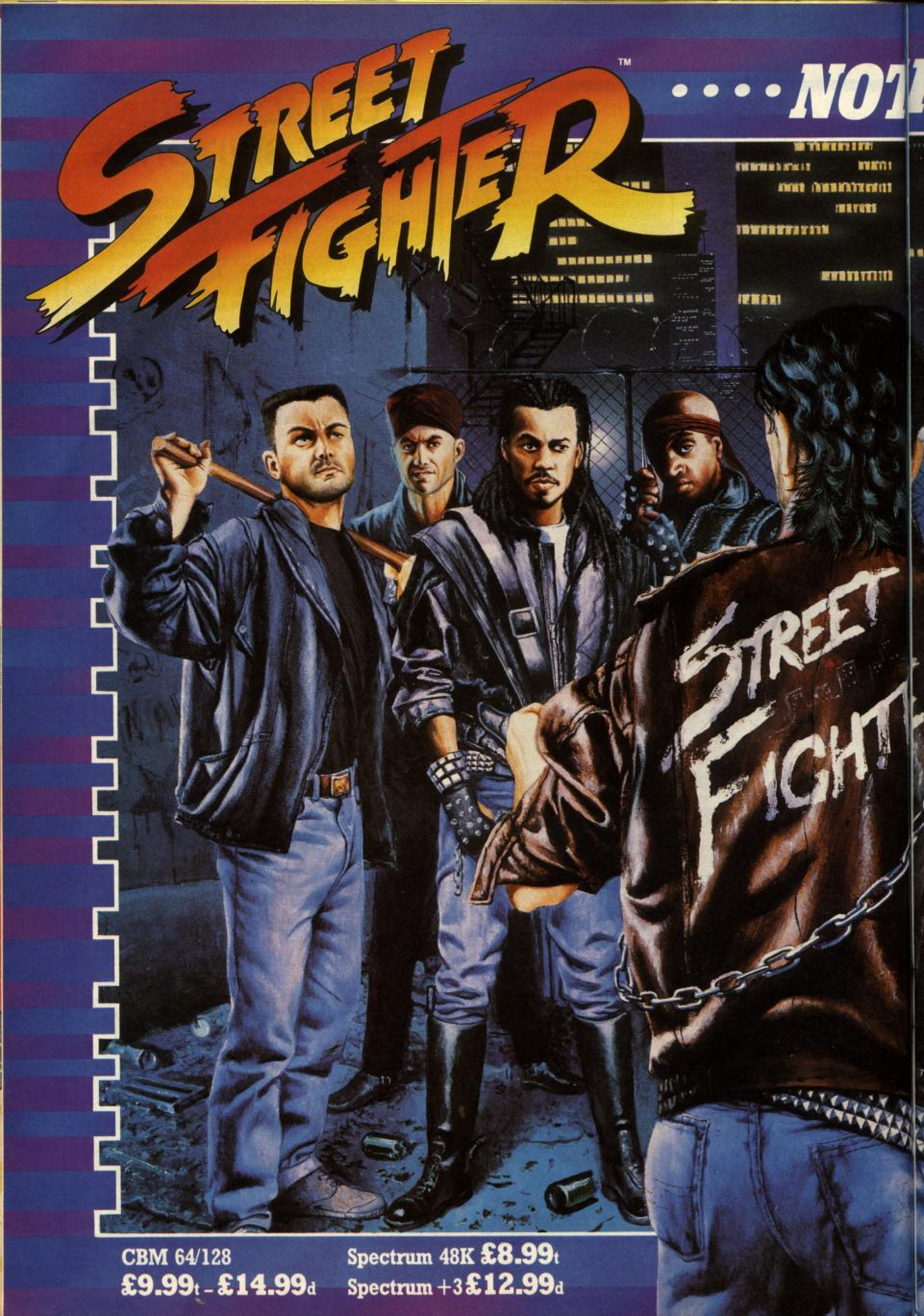
GRAPHICS 26%
Jerkily scrolling backdrops couple with indistinct and blocky sprites to create an effect of confusion and annoyance.

SOUND 49%
A decent title track is marred by limited and bland sound effects.

HOOKABILITY 12%
In the confusion of graphics and control method, the first game is short. The gameplay makes subsequent games even shorter.

LASTABILITY 7%
32 levels of tedious, frustrating, uninspired shoot 'em up action.

OVERALL 9%
If you had the misfortune to buy *Thundercross*, don't make the same mistake twice.



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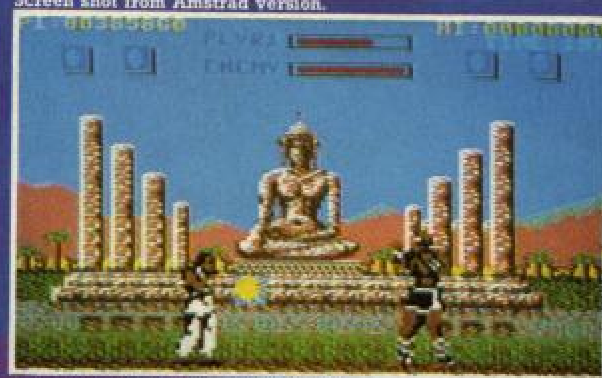
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Screen shot from Spectrum version.



Screen shot from Amstrad version.


Screen shot from CBM 64/128 version.



Screen shot from Atari ST version.

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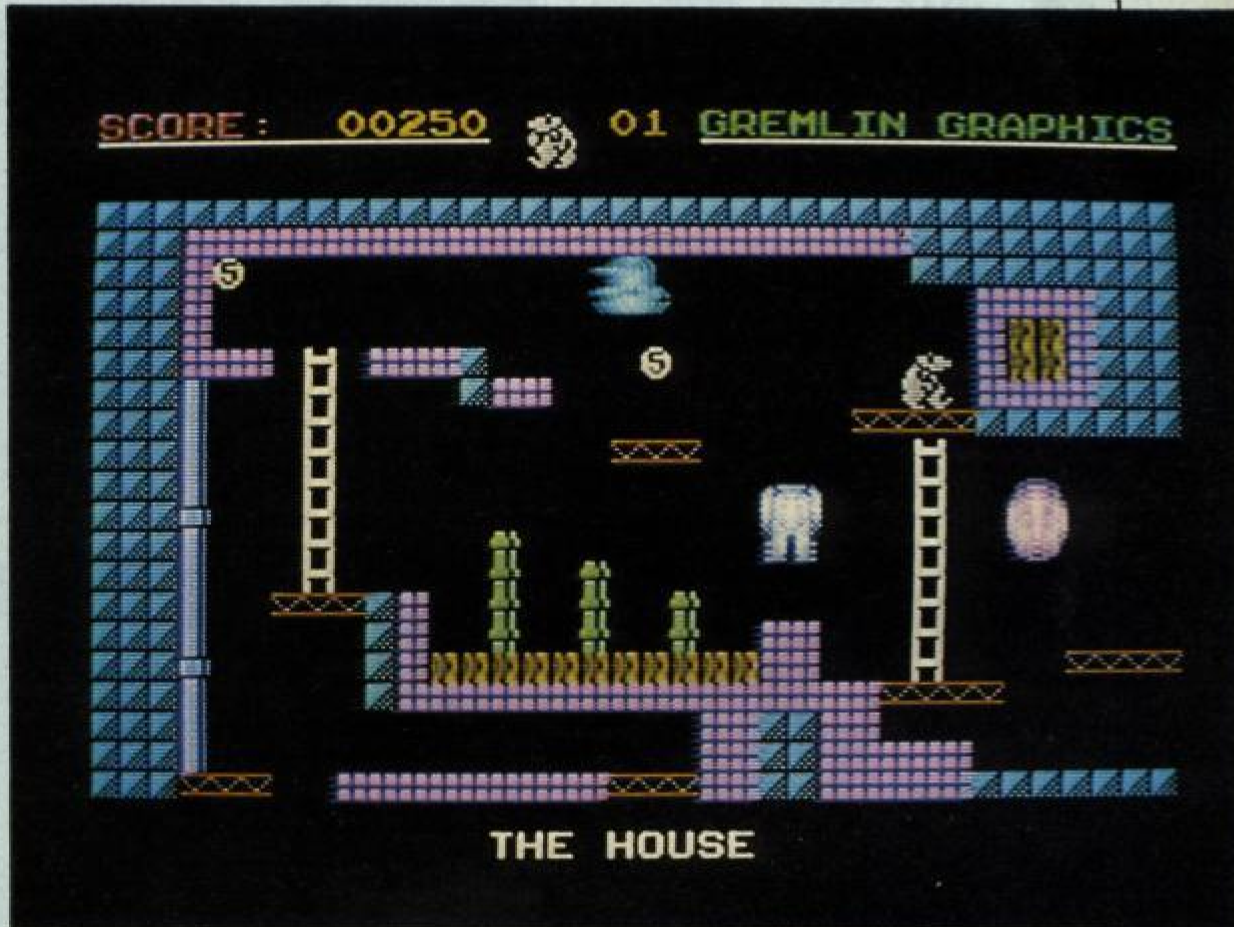
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Once again it's time for me to delve into a bulging mailbag and see what you want to talk about. Let me see now. Ah yes, this sounds interesting . . .



AN OLD WIVES' TALE

Dear Lloyd,

After many years of longing and having to make do with an Atari, I finally managed to buy a second hand Commodore 64 together with several games bought by the previous owner.

Trouble was, a lot of the games had no boxes or instructions and, for instance, we couldn't work out if Monty in *Monty on the Run* could be assisted by the items at the beginning of the game and where he was supposed to be going, etc. Also, on the whole, they were shoot 'em up type games which I find tedious and, to be truthful, very hard – although my son for whom I actually bought the computer (that's my story and I'm sticking to it) is very good at them. However, after a few months of trying valiantly to play the provided games we decided to buy some of our own. Well, as you can imagine, for a complete novice like myself I didn't have a clue what to buy. They all looked promising but after trying, and not succeeding, to play some of our second hand games we wanted something decent and fairly challenging but not impossible (ie, *Raid Over Moscow* where we cannot get the plane out of the hanger let alone save the world!).

So, off I went to Smiths to look at the Computer publications, where I ended up getting ZZAP! – I wish I had bought it before. There's obviously so much I have missed and I am finding it invaluable in helping me choose the right games and not wasting money on rubbish.

As I said before, my son loves shoot 'em ups and the like but I prefer something where you have to think a bit. Am I a complete imbecile? No, don't answer that! I find adventures really hard. Is there a secret to them or is it just sheer perseverance? When I look at Clever Contacts and see how many games these people have played and know how to complete I feel very very inadequate!!!

Also – the tips look very useful but how do you reset a computer? I have seen advertisements for a 'reset switch': is that all I need? How do people figure out how to cheat? The list of questions I have are endless.

Anyway, I do find the magazine very interesting and helpful even if I don't understand most of it but perhaps you could recommend something to help the totally



inexperienced games player; after all, I have to show my son I can do something better than him!
Colleen Morgan, Newport, Gwent

If you prefer games that make you 'think a bit', there are now (thankfully) plenty available for your trusty 64. To help you sort the wheat from the chaff, watch out for a puzzle game feature in a future issue. Reset switches are all you need, but they vary in effectiveness: the best are usually more expensive, but you should be able to pick up a good cartridge port reset for a fiver or so.
LM

NO JOY WITH THE STICKS

Dear Lloyd,
I seem to be in a bit of trouble, and would appreciate your advice: it involves joysticks, in particularly the Euromax Zipstick range.

At the beginning of February, I bought a Comp-Pro-Xtra joystick from a certain mail order company (no names yet). It arrived about 25 days later, and though it looked impressive, I personally found it too stiff for comfort. So I sent it back to the manufacturers, Dynamics Marketing Ltd (not the M/O Co).

Three weeks later, it came back with a polite letter saying that as I didn't purchase the stick from them or any of their main distributors, they couldn't refund me, and suggested I return it back to the place of purchase. This I did and, after four weeks, nothing happened. Feeling slightly peeved and a little bit worried, I wrote them a letter of reminder plus a photocopy of Dynamics' letter and the proof of postage of the joystick; thinking they'd only credit me, I sent £3.00 to enable me to get the Euromax Professional Plus. And behold, three weeks later, it came.

Anyway, the joystick arrived, in the Euromax P+ box; but the joystick, instead of bearing the Euromax logo, (as seen in their ads and in the shops) had 'Zipstick' on it: it looks like the original but doesn't feel as smooth. The fire buttons are fine, but stick movement (especially to the left) is decidedly dodgy. Following David Washer's letter, it seems that I've been had. As I only started reading ZZAP! from issue 24 or 25 I missed Mark Ferry's warning (Aaaargh!) What should I do know? If I send it back to the place of purchase, (bearing in mind it took them seven weeks plus a letter to get me it), I probably won't get anything until next year! If I send it to Euromax, what can they do? The thing that really annoys me here is that the box is an original Euromax product, but the stick has the Zipstick thingy (sorry to insult Rockford's matey there) on it. HELP!

Please print this letter as you are my only answer, and you could be helping a lot of your readers from entering this state of confusion.

Well, now that I've calmed down a bit, I've got one or two comments about the games industry. Well, about joysticks actually. One thing about playing in arcades is that when you die(?) etc. you are able to bash away at the controls without any sense of responsibility, and it's great (a way to liberate frustration). Also, all the necessary functions are at the tip of your fingertips, which is more than you can say about most 64 games that require an extra function. So far in game controllers, there is yet to be a really good one. The favourites seem to be Quickshots (but my first three lasted for about two days, so I'm not too impressed), Competition Pros (seem to feel rigid) etc.. I'm sure by this time most of your readers would think I'm a complete dickhead, but those are my views, and there is no comparison, is there, between computer and real arcade joysticks? So why doesn't somebody from the arcade world manufacture computer sticks?

Now the second point, about using joysticks AND keyboard together on games. It's impossible if your stick doesn't have suckers, and if it does, but doesn't have a shaft button, how do you play something like 'Gryzor' which requires you to jump and shoot simultaneously? One way is to have both types of functions on the keyboard, so that if your stick doesn't have a shaft button, you could use it on the keyboard, like in the arcades where everything is at your fingertips. This option may seem obvious, but few game programmers think so. The other way is of course to have everything on the joystick. The closest to this was Cheetah's 125 Special. It's a great idea, but I'm surprised Cheetah hadn't the sense to market it in a more appropriate style, something resembling the Euromax (again) Microhandler with no paddles and a few extra buttons in a bigger case with suckers on. It would cost, but if they don't screw up, it'd be the best thing since ... er ZZAP! 64 (lick,lick).

Did you know that the Neos Mouse can be used in most (if not all) games which use the joyport 2. First switch off the computer (if it's on), plug the mouse in 2, hold down the left button and turn the 64 on, and voila! It says in the instructions anyway, but judging from reviews of 'Revenge of DOH', it could be assumed that you lot don't read instructions. Try it with Zybex, Buggy Boy (almost as good as a steering wheel once you master it), Batty, Defender of The Crown (brill!) and waggling in any waggling games, (I actually came first in Hypersports swimming the third time round and I lifted the weights, previously untouchable by joysticks).

Well that's it. Just a few more little points:

1. Come back Rocky and Thingy.
2. Welcome back the Challenge. Do you lot at ZZAP! really drink toilet rolls? (See Issue 37)
3. Steve Jarratt edited the April edition of CRASH. Don't tell me you didn't notice.
4. A little suspect isn't it? The first ad from mail order companies, and the Zzuperstore prices take a little tumble.
5. Lastly, your promotion for small ads boast how to reach over 1/4 million other readers for two months, it's still only 165866. Slight exaggeration there!
6. Lastly, please print this letter. None of the situations are made up (write and ask Dynamics Ltd) and your advice and comments would be appreciated.

Kevin Lai, Hertford, Herts.

Messrs Glancey and Houghton tell me that they both have a Zipstick and find no difference between that and the 'official' version; as for your individual enquiry – how about it, Euromax? See last issue's Rrap.

2. *That was part of Gordon's post-victory celebration banquet.*
3. *Er... yes, we did.*
4. *The Zzuperstore aims to be competitive, and doesn't just cover software, you know...*
5. *The current ZZAP! circulation is over 82,000 (the highest for any UK Commodore mag); our ZZAPTIONNAIRE revealed that, on average, between three and four people read every copy. Enough said?*
6. *Hope we've helped!*

LM

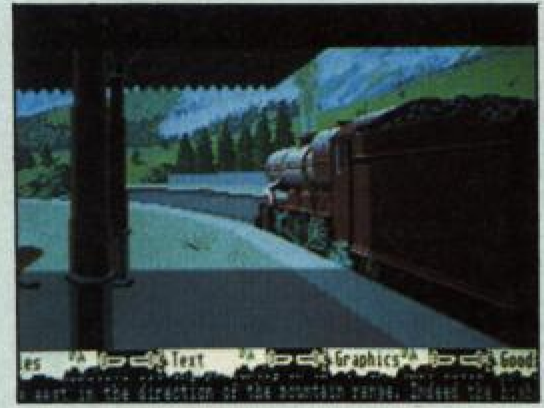
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RAVINGS FROM A STRAIGHTJACKET

Dear Lloyd,
I'm writing about er ... well, anything I can think of really. I like the new look Rrap section, it's totally spondilious! I haven't been buying ZZAP! for long, but I've been pretty impressed by its quality and depth. I can't really say it leaves Commodore User biting the dust though, as we all know it's one of your major opponents. But you do manage to equal it or even beat it in quite a few ways. But who am I to do a comparison with two of the biggest selling computer mags in the world? I must say that the quality of your reviews in most cases is second to none, and your ads leave nothing to be desired.

But now I think it's time I talked about software as that's what it's all based on. I totally, agree, no ... I wholeheartedly agree, no ... I definitely never doubtfully, wholeheartedly totally agree about Stephen Hewson's views of multiload. With multiloader games the software created will in most cases be of a high standard, and it's obvious that some (putting it a bit bluntly) will be downright crap! But that is only to be expected, as with everything there are the scars, which shine out from the crowd and there are the dirty, acne ridden ones, which get kicked down a grate, hopefully. Anyway you heard all that last month, so I shall speedily move on to my next subject (you get it, speedily ... disk ... er sorry! I haven't talked about that yet).

Yes, I have noticed that most good adventure games are only available on disk and being a keen adventure bod and not owning a disk drive it's a bit difficult for me to load a game such as *Jinxter*, know what I mean? I do hope that adventures from big adventure games companies like Infocom start being produced on cassette in the near future, so that my problem and anyone else's in a similar predicament is solved. Cassettes have been used before for games such as *Wolfman* and *Dracula*, so why not here?



As I near the end of my letter now (everybody stops snoring), I'd like to give some advice on that adventure *Wolfman* (you know the one where everybody gets eaten). To get out of the forest of despair water the weed and go for a walk, (not too long now!) When you come back to it, there'll be a blue bloom. Type SMELL BLUE BLOOM and you'll be amazed. If anybody can get past the cave monster please tell me how to, as it has a habit of keep killing me. Well cheerio, I await our next meeting with interest.
Lee Mason, Accrington, Lancs

No need to worry, Lee, the men in white coats will be along soon.
LM

FLABBY FEATURES

Dear Lloyd,
Recently we have seen the pages of ZZAP! being filled with new features. The most regular of these are Amiga features, A Day at the Arcades and news on developments of high-tec software which is used in everyday applications.

I appreciate the Amiga feature as it is inevitable the C64 is going to be eventually replaced by the Amiga and the feature lets us know what early software is being developed. This is exactly what most people wished that they had in the early days of the 64.

However, I hope that the amount of space given to the other features doesn't increase. I don't want them to be scrapped, because they are interesting, and I just hope that ZZAP! remembers that it is a computer software magazine not an arcade mag. I know that some people might say that you are giving us a look at future conversions but quality in the arcades doesn't guarantee quality on the computer.

On this note I must also complain about the introduction of the Video Chart. You are starting to lower your standards to that of your sister magazine. If people want to see what other people's favourite videos are then they'll buy a video magazine. Next you'll be finding out other worthless information and where will it go from there? The video charts are absolutely nothing to do with computers, the only way that you can connect them is by film tie-ins and again film quality doesn't ensure software quality. Please don't start destroying your image with these stupid statistics like CRASH does, but instead remain faithful to the software industry and moreover the Commodore. As long as you do this, I'll continue to buy ZZAP!

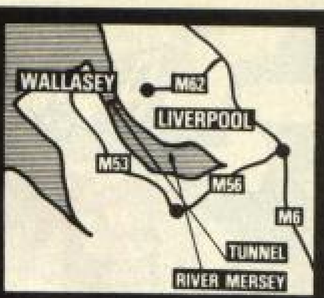
Now, on a lighter note I would like to congratulate the Art & Design Depts for their variety and presentation of ZZAP's pages. They are colourful, varied and above all they bring the mag to life. It is much easier to enjoy a mag when it's

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ZZAP! RRAP

well presented unlike the bland attempts of the four-letter word mag C&VG. Keep up the good work and as long as you remain faithful to Commodore you'll remain at the top of the pile in computer magazines. I also agree with Stephen Hewson's letter on multiloads a couple of months ago. They are essential to the 64's survival.
G Keaveney, Huddersfield, West Yorks

Independent surveys reveal that computer owners are amongst the most avid watchers and buyers of videos; the inclusion of a video chart simply reflects this trend. Arcade games have always been of interest to games players, and a feature every three months or so is hardly regular. In any case, features in general help to add spice and variety to the normal reviewing format.
LM

ARE MULTILOADS A BAD THING?

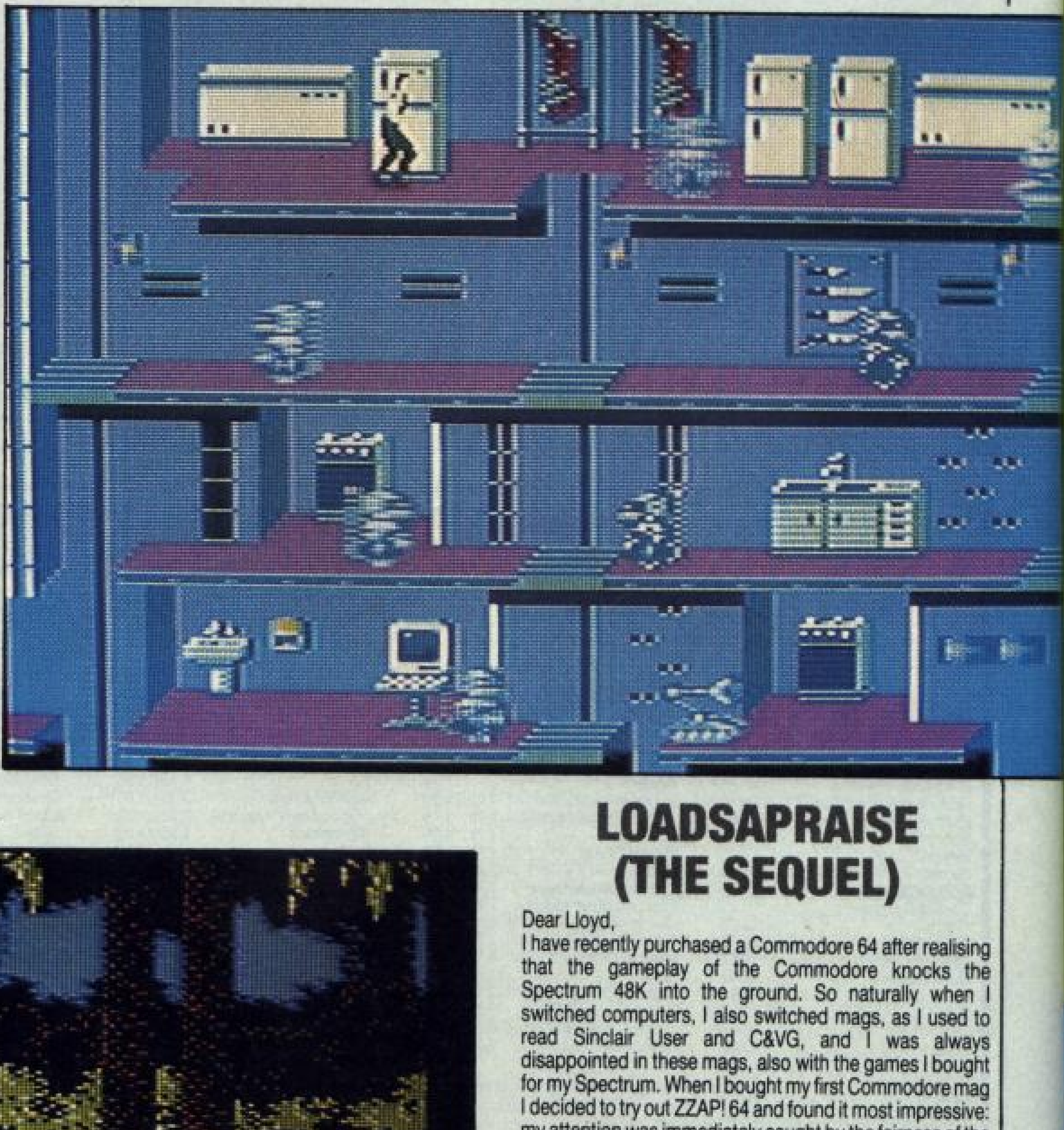
Dear Lloyd,
I have noticed recently that there is an increasing fear of 16-bit machines and how supposedly they stand in a position to obliterate the C64. After reading the Editorial, Issue 37, this confirmed my suspicions. Stephen Hewson, (letter of Issue 37) has given us the answer; increase multiloads to give better graphics and sound with more depth and playability. In my opinion, multiloads are far from contributing to anything worthwhile. I know it boils down to the old multiload dilemma, but I plan on taking it one step further.

Firstly, I think we are overreacting to the threat, and if we are to solve anything, original uncomplicated software is the answer. Depth and atmosphere in a game are provided in fluent gameplay, one which is not constantly interrupted by obtrusive and inflexible multiloads. A lot of the software out nowadays, this including *Platoon*, contain unnecessary multiloads. I think the only advantages they have are the generally superior cosmetics, but even these pay the price with disjointed gameplay. Superb graphics and sound are not vital ingredients towards the production of classy software and multiloads catering for these certainly won't be considered as competition with Amigas and Ataris. What I think we are forgetting is just how much we can achieve with single loads. Take classic examples such as *Impossible Mission, Head Over Heels, Bubble Bobble* and *IK+*; spread across a single load they manage to provide plenty of depth, lasting appeal and smooth gameplay with good cosmetics at the same time.

It will be games like these that support any competition present with 16-bit machines. Careless comments directed at multiloads, such as, 'How they stand to expand C64' are only there as an easy way out. If the software industry is going to darken our days with increasing multiloads, we can at least contribute some constructive opinions and suggestions through the help of software magazines such as ZZAP!, which might help solve part of the situation. I'm all for that, but this pretentious business about competing with Ataris and Amigas is just superfluous.

To round off then, I think we need to stop and think. Are multiloads really going to compete with 16-bit machines? Can we really pretend our C64s are Amigas or Ataris, balanced against my arguments? I will be interested to hear any more views on this new and debatable argument on multiloads.
E Casey, Norwich, Norfolk.

As yet the 16-bit market is far from fulfilling its potential, with many 64 games more playable than their 16-bit counterparts (witness Wizball *and* Great Giana Sisters*). It's the gameplay that counts, and there's very little on the ST or Amiga that even approaches the addictive qualities of the best 64 games. Multiloads have great scope for improvement, it's true – Software Projects found a solution with their* Dragon's Lair *duo – but for some programs it's worth the hassle: take a look at the whole of the* Epyx Games *series and the forthcoming* Hawkeye *from Thalamus.*
LM





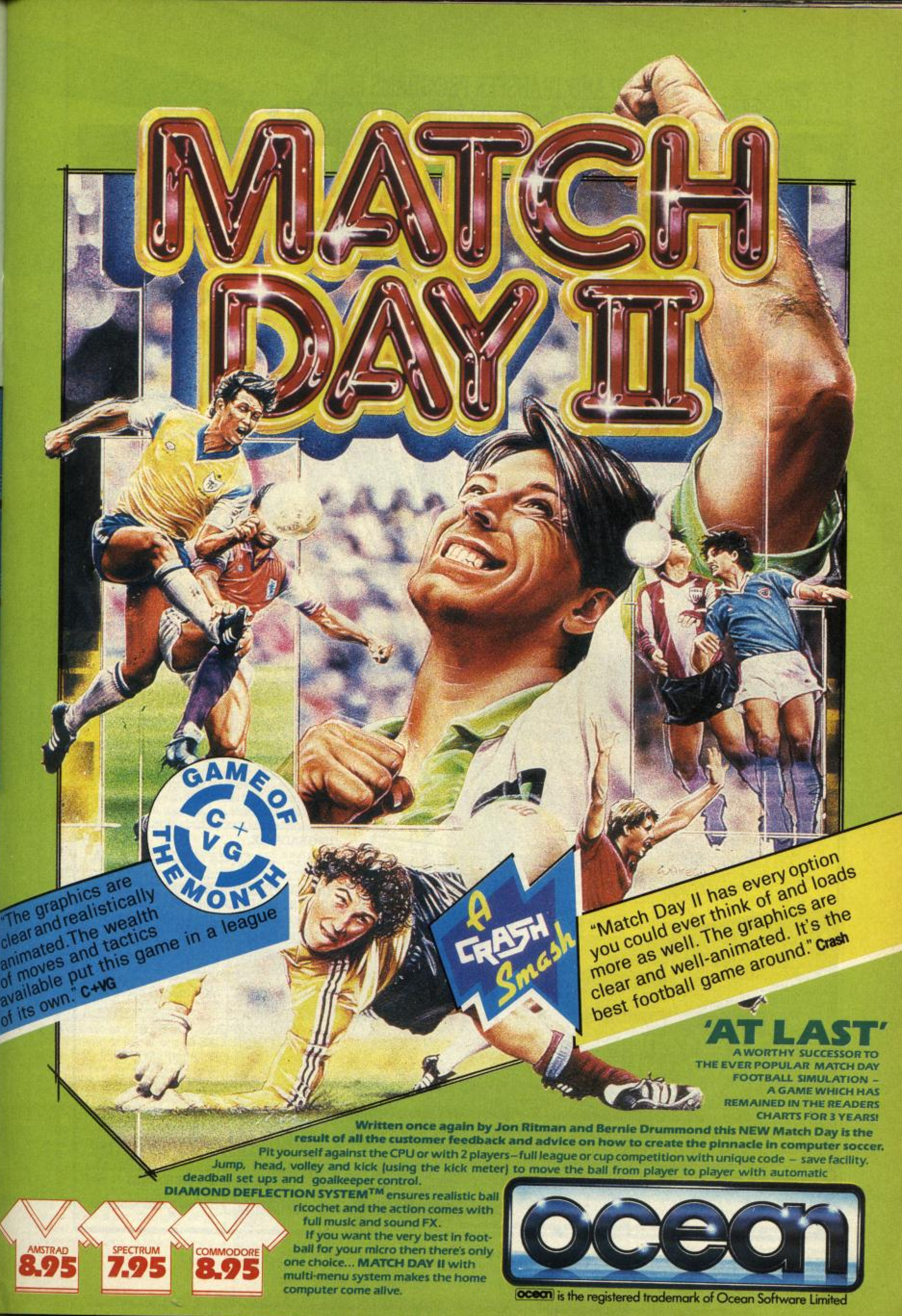
LOADSAPRAISE (THE SEQUEL)

Dear Lloyd,
I have recently purchased a Commodore 64 after realising that the gameplay of the Commodore knocks the Spectrum 48K into the ground. So naturally when I switched computers, I also switched mags, as I used to read Sinclair User and C&VG, and I was always disappointed in these mags, also with the games I bought for my Spectrum. When I bought my first Commodore mag I decided to try out ZZAP! 64 and found it most impressive: my attention was immediately caught by the fairness of the game reviews, which when read gave me a good idea of the gameplay.

I would like to thank Peter Dent and Guy Chapman as they've made me feel quite young, you see when I decided to buy another computer I felt as if I should have grown out of computers. But after ZZAP! Rrap I feel quite different. By the way keep up the high standards and you will have gained one devoted reader. Because for £1.25 per month how can I possibly go wrong?.
Devoted Reader, Simon Jones, Newcastle, Staffs.

Shucks. You're making us all embarrassed.
LM

Well, that about rraps it up for this month. If you feel you have anything of value to add to this part of the magazine, send your letters in to Lloyd Mangram, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSIRE, SY8 1DB.


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THE STUPORBOWL



ZZAP! CHALLENGE

Greetings to you all, my loyal and humble fans. Last month saw the thorough trouncing of the short-sighted snot-gobbler Paul Glancey – this month I have decided in my infinite wisdom that ZZAP!'s answer to the pork mountain, flabby Gordon Houghton should be called to the challenge arena. I feel confident that that oafish lout can be thoroughly embarrassed and have just the right person to challenge him.

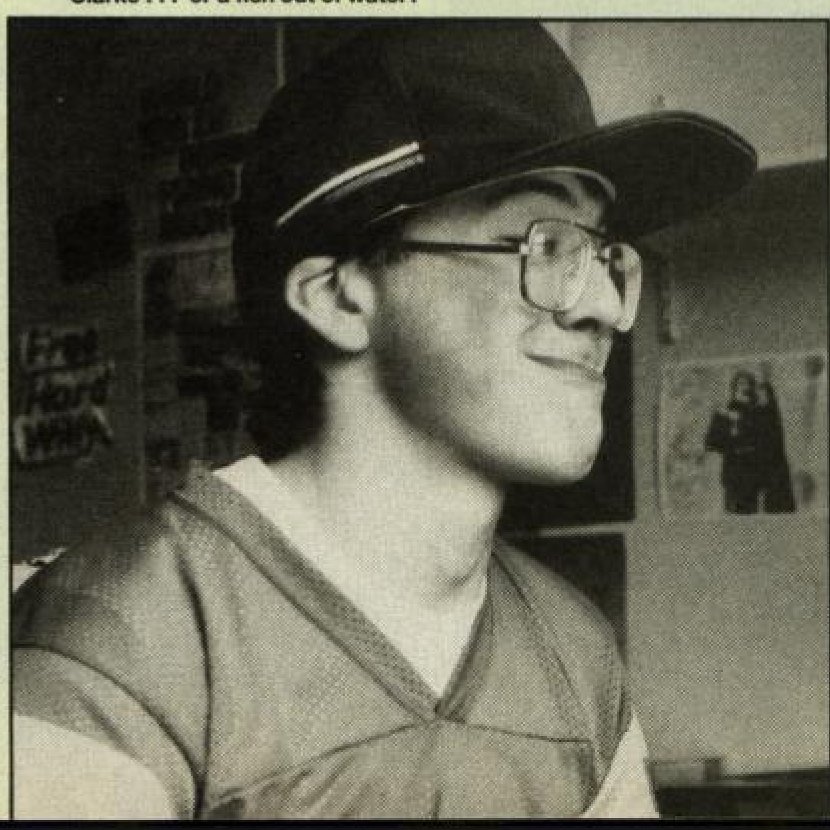
My champion is John Reginald Clarke **from the illegal-sounding Sandy Upper in Bedfordshire, and his chosen game is the American football simulation, *4th and inches*, a game at which he is very capable as his challenge form informs me. Personally I think the whole concept of throwing an oddly shaped leather bag full of air around a pitch is something only a retarded and neanderthal race such as the humans could have cooked up, but as long as the lardy lump Houghton is beaten and humiliated by my challenger, I will be fully satisfied.**

On the day of the challenge, John Reg arrives looking confident and very much like that eternal loser Eddie Edwards. With his joystick firmly clasped in his hand, he stares long and hard at irksome oik Houghton to 'psych him out'. Personally, I'd kick him between the legs.

As usual, ZZAP!'s jolly pink giant is oblivious to what's going on, and with a stupid smile of one with a single brain cell, he sits in front of the monitor. Much to my annoyance, Wriggling Rignall fetches a chair so the stupid lolling lummock can actually see the screen.

After shouting for quiet, I order the challenge to commence – one game of five minute quarters. Gangling Glancey, one of mother nature's little accidents, tosses a disc into the air to determine who has first choice from the two teams. Obviously Glancey is an expert tosser, because Houghton wins. His choice is the Champs, much to John's delight, who's a Pros man.

► Could it be Eddie Edwards . . . or my challenger John Reginald Clarke . . . or a fish out of water?



Without further ado the challenge begins, with my champion kicking off. The fat man catches the ball, which surprises me greatly considering that it requires a fair amount of co-ordination, and moves up the field as fast as his elephantine legs can carry him. I'm very pleased when I see John bring the sloth down as he reaches the the 20-yard line.

Now is the chance to see how the pot-bellied prat handles his balls. The first two downs end in complete disaster as he repeatedly fumbles. The third down sees a gain of four yards, and the fourth sees another fumble – giving my challenger an early advantage as the ball is given to John. I settle back to see how he plays, and pop a delicious Blue Loo into my food receptacle.

It takes him three downs to move 12 yards, and another two to get within four yards of the goal. ►

The third down sees a touchdown – putting John ahead by six points! The extra point attempt is good, and with 2:42 on the clock my challenger has taken an early lead against the play.

From the kick-off, the man with the bovine eyes and porcine stomach returns the ball 20 yards. His first two downs see gains of five and seven yards, the next down is another 12. Then he musters all his extra calories for a 34 yard run. I curse lady luck and watch as again he has a lucky pass and crosses the touchline. My stomach churns and bile and Blue Loo shoot across the table. A minute later I'm feeling a lot better as the stupid idiot misses the extra point attempt; the signals from his brain through his dense body to his fat fingers obviously getting warped as he misses the ball by a mile. The score stands at 6:7 in favour of J Reg, and the first quarter clock runs out.

The second quarter begins well for my challenger and he makes steady progress up the field. However a disasterous four downs means that he has to attempt a field goal. My frustration and annoyance is further compounded when he misses. His failure means that the man who often poses for the 'before' shots has the chance to go into the lead. Four downs and a 54 yard gain result in more Blue Loo regurgitation, and I'm even more sickened when the human barrage balloon wobbles his fat behind into the endzone. His extra point attempt is good, and as the half-time klaxon sounds, my challenger is behind 13:7.

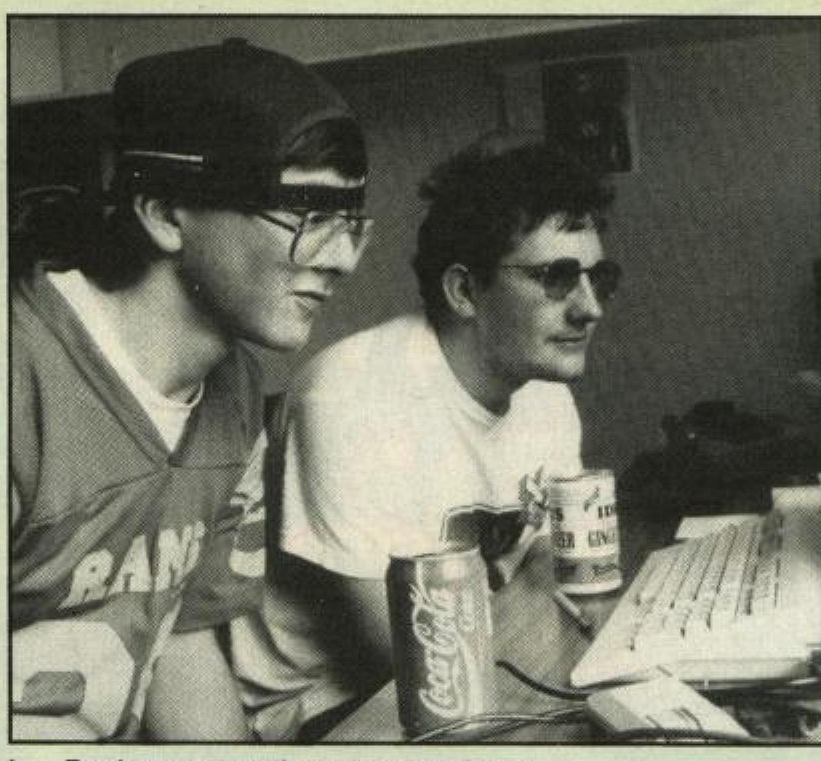
Still, the moron mountain's lead is only a slender one, and that thought consoles me as the third quarter begins. Johnnie Reggie receives, and progresses to his 23 yard line. A superlative move sees him progress another 37 yards! However, a stroke of severe bad luck sees Houghton intercept his next pass; thighs slapping together like giant hams, he thunders up the field registering 6 on the Richter scale. His first down sees an odious gain of 14 yards – damn his luck – and his second another 11. My challenger is looking decidedly rattled by all his misfortune, and I'm seething.

However, his luck changes, and four downs and four fumbles in a row means a possession change, and my challenger is on the move again. A stoke of brilliance results in a 22 yard gain, but the next move nearly causes me a haemorrhage. As usual, the big wan one is wandering around in his usual idiotic manner, and intercepts the ball – his look of surprise is almost as great as my challenger's. A 42 yard return sees a smile of sickening smugness spread itself all over his soggy visage.

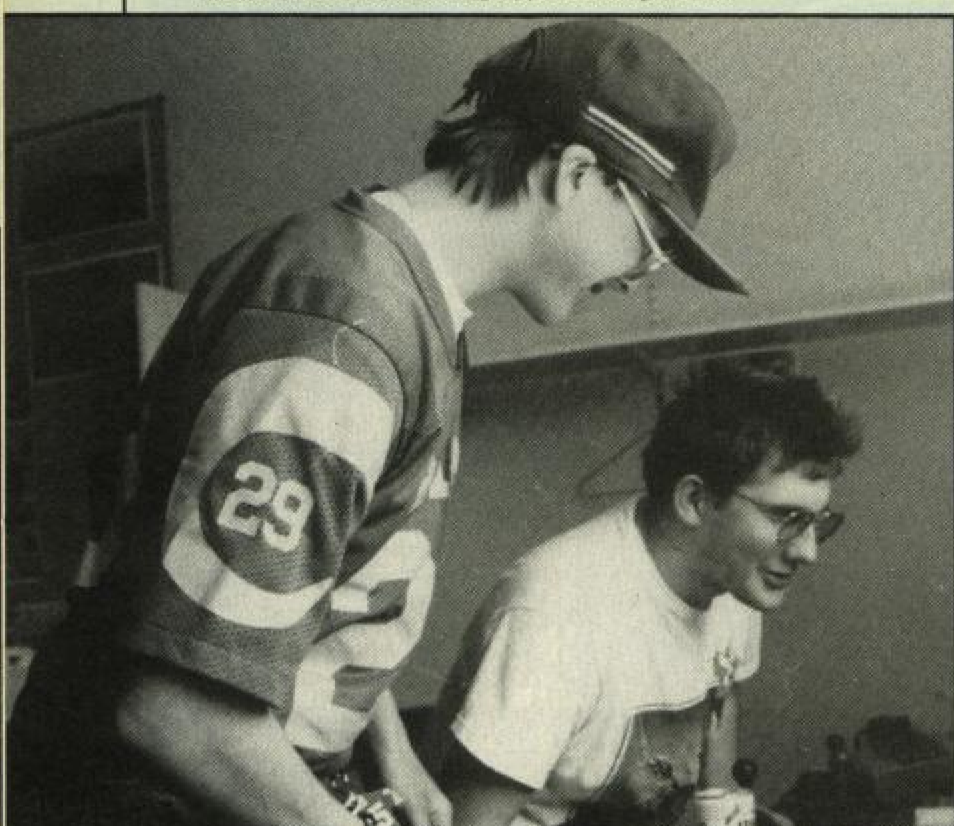
That sickening expression grows even bigger as he throws a 33 yard pass. The next move sees the rotund twerp waddle across the touchline and into the endzone. The flaccid flabby's kick is no good, but his lead is: 19:7. With only a few seconds to the end of the third quarter, John has little chance to make headway.

As the fourth quarter begins I whisper words of confidence into John's ear, and they seem to have good effect for he makes steady progress up the field to fat man's 11 yard line. I watch intently as he moves slowly forward, but shout in exasperation as he fails to make 10 yards within four downs. The ball is turned over and the evil ZZAP! one slowly progresses back down the field. Time is slowly running out when John intelligently intercepts the pass and rushes back up the field. The clock slowly ticks away, and my hearts sink as I realise that he's not going to win. As the clock runs down John kicks a successful field goal to take his score into double figures. The klaxon sounds to announce the end of the game – the score: 19:10 to the overweight twerp. I quickly banish John from whence he came and leave the room just as the utterly disgusting ZZAP! team begin to celebrate.

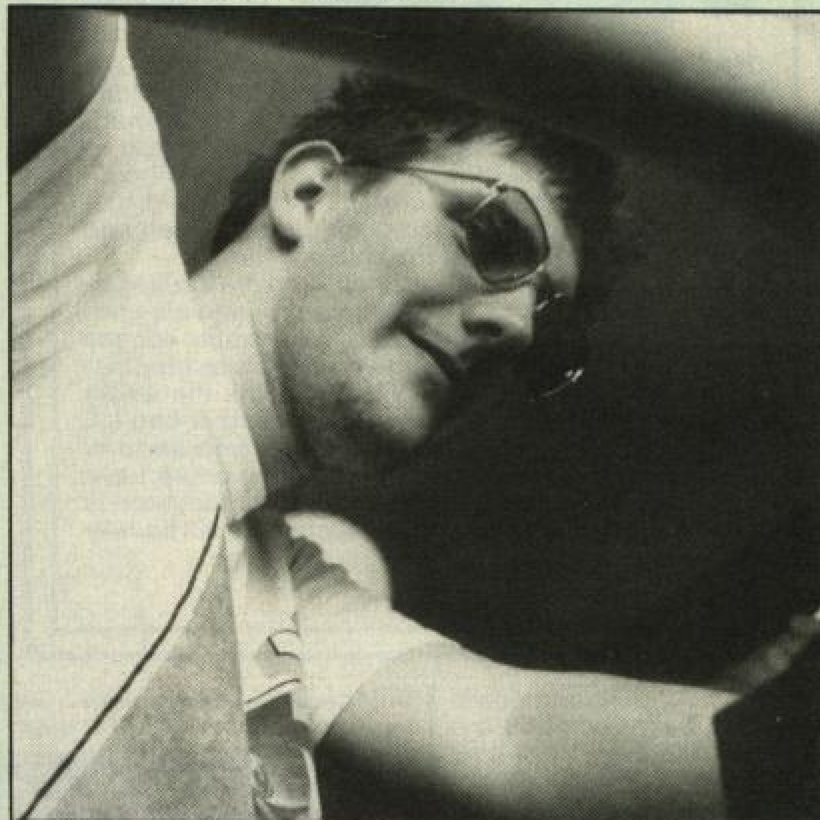
I'll be back next month, though – and victory WILL be mine!



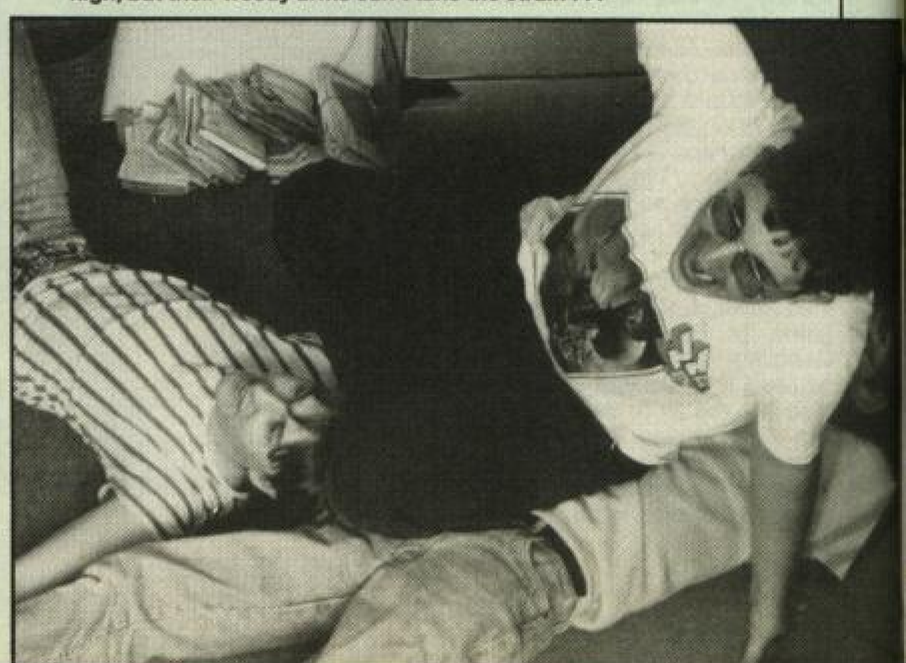
► **Tension mounts as the game gets underway**



► **Much joystick wibbling and ball-play is in evidence as John Reggie and Gordon Leslie grapple on the grid-iron**



► **Big blubber BO boy bounces back . . .**



► **The ZZAP! wimps attempt to carry their chumpion shoulder high, but their weedy arms can't take the strain . . .**

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837,400 R McGough, Staines, Middx
814,800 Matthew Upton, Elmley Castle, Worcs.

PROHIBITION (Infogrames)
$22,155 Sebastian Stephen, Victoria, Australia
$18,280 Richard Pargeter, Coventry, W Mids
$8,370 Andy Gaskell, Bootle, Merseyside

QUEDEX (Thalamus)
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland
935 Jon Cook, York, N Yorks

RE-BOUNDER (Gremlin Graphics)
11,250,073 Craig Knight, Keyworth, Notts
2,470,584 Marc Hodge, Selby, N Yorks
1,853,213 Haythem Al-Kishtaini, Wollaton, Nottingham

RENEGADE (Imagine)
163,450 Kelvin Clegg, Hayle, Cornwall
101,200 Darren True, Bolton, Lancs
98,820 Andrew Perry, Auckland, New Zealand

ROAD RUNNER (US Gold)
766,580 Glenn Black, Gainsborough, Lincs
576,690 Nigel Bird, Tettenhall, Wolverhampton
323,820 Haythem Al-Kishtaini, Wollaton, Nottingham

SKATE ROCK SIMULATOR (Mastertronic)
326,380 Brian Hambley, Prescot, Merseyside
288,430 Justin Cole, Huddersfield, W Yorks
239,020 Sean Walker, Melbourne, Australia

SLAMBALL (Americana)
11,078,440, G Leslie, Berwick upon Tweed, Northumberland
9,873,850 Dean Betts, Edenbridge, Kent
7,462,660 Carleton Shaw, London, N10

SLAP FIGHT (Imagine)
800,950 Shawn Sutton, Southampton, Hants
586,000 Matthew Viveash, Chinnor, Oxon
477,900 Nick Pavitt, Flushing, Cornwall

SPORE (Mastertronic)
955,460 Terry Redfern, Buxton, Derbys
940,300 Neil White, Craigentinny, Edinburgh
936,428 Ian Clement, Bramhall, Stockport

STAR PAWS (Software Projects)
641,592 K Daniels, Northolt, Middx
587,683 Edward Yu, Raynes Park, London
468,306 Stephen Laidlaw, Leigham, Plymouth

SUPER SPRINT (Electric Dreams)
962,300 Eric Watson, Berwick-on-Tweed, Northumberland
271,500 Matthew Sears, Worcs
154,900 Dean Thomas, Machynlleth, Wales

TARGET RENEGADE (Imagine)
206,400 Stephen Evans, Poynton, Cheshire
205,800 Elvis Patel, Bradford, W Yorks
199,600 Louis Polycarpou, Edgware, Middx

TETRIS (Mirrorsoft)
34,470 Stuart Scattergood, Deeside, Clwyd
28,820 Michael Reineke, Lüdinghausen, W Germany
12,025 Kati Hamza, CRASH Towers, Ludlow

THING BOUNCES BACK (Gremlin Graphics)
3,769,925 Alan Wescombe, Swindon, Wilts
2,053,532 William Callaghan, Tipton, W Mids
1,877,555 Casey Gallacher, Swallowfield

THUNDERCATS (Elite)
286,850 Paul Inman, Yardley, Birmingham
131,250 Jonathan Richards, Nuneaton, Warks
Nicolas Gielen, Brusseles, Belgium

TOY BIZARRE (Activision)
545,850 Bjorn Halen, Paipis, Finland
275,720 Michael Sharpe, Peterborough, Cambs
223,420 JD Oliver, Ipswich, Suffolk

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
244,505 Michael Lykke, Viborg, Denmark

VIDEO MEANIES (Mastertronic)
362,103 Abid Hussain, Longsight, Manchester
250,541 Stuart Scattergood, Clwyd, N Wales
250,381 Michael Palmer, Maidstone, Kent

VOIDRUNNER (Mastertronic)
6,492,260 Richard Hawkins, Woking, Surrey
6,253,825 Grant Bannister, Luton, Beds
5,997,326 D Rice, Southgate, London

WONDER BOY (Activision)
852,210 Robert Crisafio, Queens Park, W Australia
467,540 P Sampson, Victoria, Australia
403,930 Steven Catania, Springvale, Australia

XEVIOUS (US Gold)
1,328,540 Colin Greenaway, Ballysillan Rd, Belfast
824,380 Fintan Brady, Virginia, Ireland
412,940 Matthew Ward, Bromley, Kent

ZENJI (Firebird)
33,150 Owen Gorman, Cas Hebbyney, Co Monaghan
29,805 Julian Rignall, ZZAP! Towers
28,820 Michael Reineke, Lüdinghausen, W Germany

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
397,950 Marios Stylianides, London, SW16
195,000 Martin Lear, Huddersfield, W Yorks

ZYNAPS (Hewson)
212,400 Jonathon Day, Gosport, Hants
209,375 Eamonn Scanlon, CO Kerry, Ireland
198,440 Mark Andrews, Netherton, W Mids



Applications to the Scorelord should be made on a postcard or the back of a sealed envelope, and entries which contain more than three high-scores will not be accepted.



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'ERE WE GO 'ERE WE GO 'ERE WE GO

Now the season's over, is the lack of football in your life making you as sick as a parrot? If so, here's a competition which you'll be over the moon about, Brian. Them boys at Goliath Games have done great, and have had tactical discussions with ZZAP! to bring you a competition to tie in with the forthcoming release of their game *Track Suit Manager*. This, we are assured, is not a simulation of running a leisurewear shop, but a game which allows the player to plan the strategy of a football team his way, with a view to winning trophies and all those other shiny objects which give footballers something to live for apart from their hairdressing appointments.

So what fun-filled footballing fings are to be had by the lucky winners of this competition? Goliath are giving the terribly lucky first prize winner nothing less than a pair of tickets to the next England international match at Wembley Stadium. Three almost-as-lucky second prize winners can practise ball-play and even look like their footballing idol with the football strip of their choice. Failing that, you could still be amongst the ten runners-up who are in line for a football autographed by their favourite team.

What you have to do to win one of the above prizes is so simple even a . . . ah . . . even a person who isn't all that clever could do it. First of all, scrutinise the brace of footballing pics on this page. Pretty similar, huh? Well, not quite, because in copying from picture A to picture B, our skilled artists have deviously incorporated ten deliberate mistakes. Find and list all ten mistakes and you'll be half-way on the road to Wembley.

In case of a tie-break situation, there's one more thing you have to do. Imagine Goliath Games and ZZAP!, two giants of the software industry, were planning to form a world-beating football team. We want you to put your thinking caps on, chew your pencil a bit, and think of a suitably apt or amusing name for our megateam.

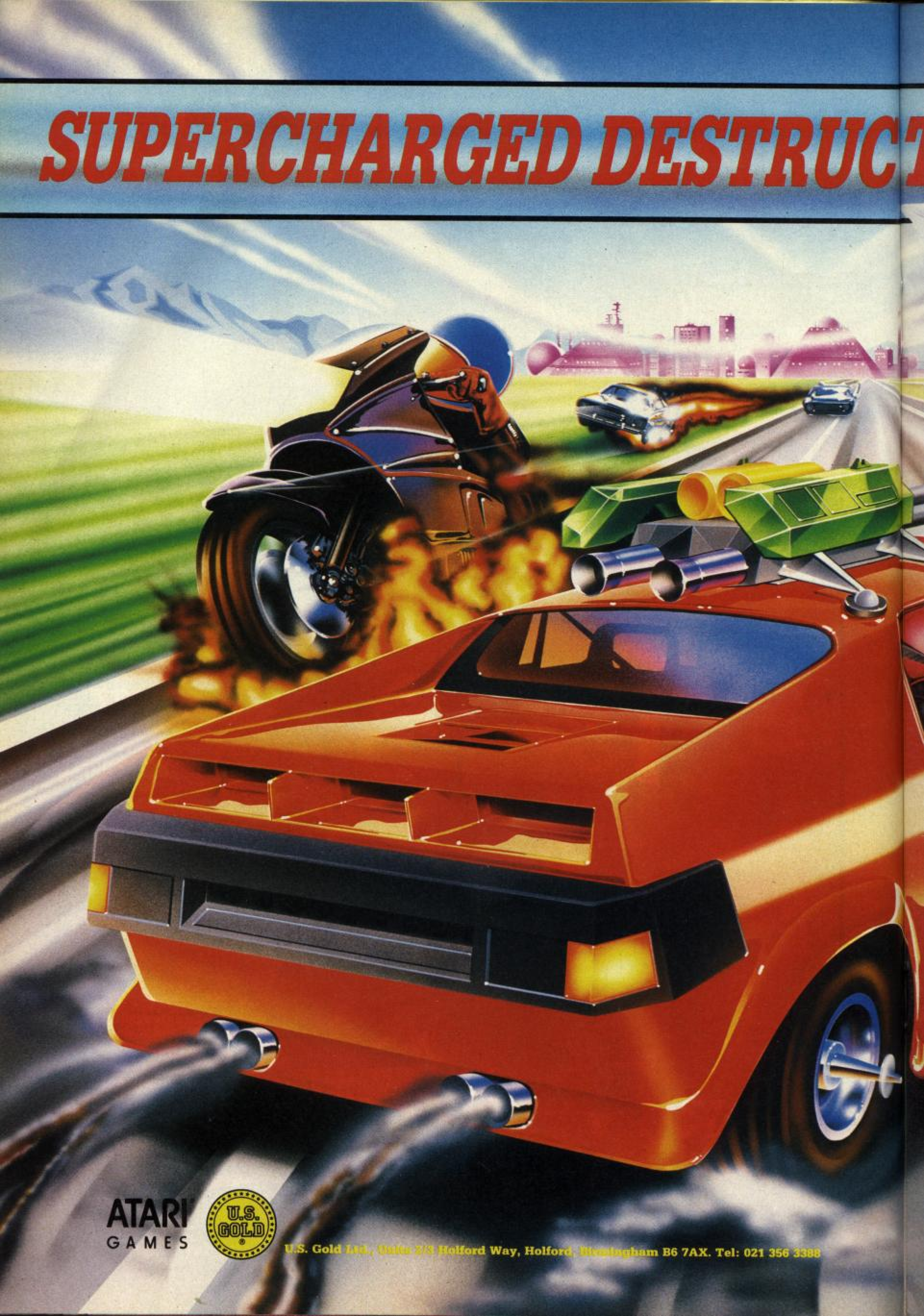
When you've spotted all the differences and thought of a team name, write everything on the back of a postcard and send your entry not to ZZAP!, but to:

ZZAP! FAB FOOTY COMP,
GOLIATH GAMES,
46 LOCKING ROAD,
WESTON-SUPER-MARE,
AVON, BS23 3DN

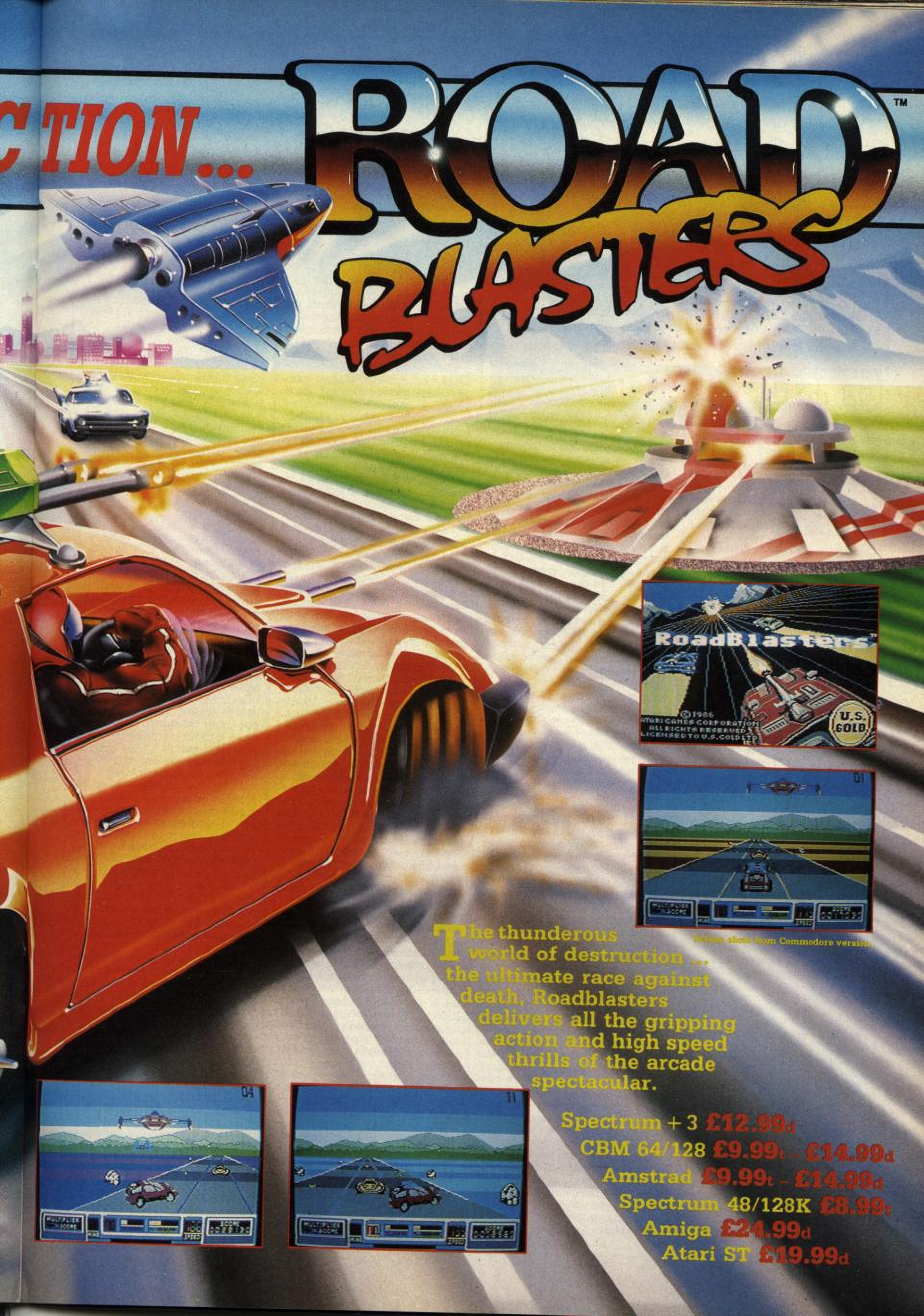
Closing date for the competition is July 9th.







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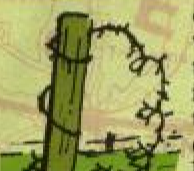
MANOEUVRES

With Philippa Irving

This month, ZZAP!'s strategy specialist, Philippa Irving, casts a beady eye over two old SSI titles – Gemstone Healer **and** Panzer Grenadiers.

GEMSTONE HEALER

SSI, £19.99 disk



Despite its outward similarity to other games in SSI's range that are definitely what I call 'pseudo-roleplaying' games, *Gemstone Warrior* is almost an arcade adventure. It borders on the edge of strategy, but considering that the manipulative skills required are not very demanding, the ability to solve puzzles and make decisions between courses of action determine success. This puts it into the strategic camp, although it's certainly not a game that will find favour with those who like characters with lots of statistics.

Untold aeons ago evil demons attacked the peace-loving world of men, a society that was supported by the mystical power of the Gemstone. The propensity for fantasy societies to rely upon single magic items for their economic stability continues to amaze me, particularly as these gems, shards, rings and other gadgets are so clearly vulnerable to being captured and destroyed by antisocial demon hoardes. In what I understand to be the previous game, the Gemstone was stolen and shattered into five fragments by the demons. You, in your usual role of suicidally brave adventurer, have already fought your way through the underworld to collect the five pieces and reassemble them into the complete gemstone. But to your considerable chagrin, the gemstone doesn't work! The guarantee ran out long ago, and the shop refuses to exchange it . . . so you go on a long and uncomfortable trek across a few Unknown Mountains to find the castle of the immensely knowledgeable Wizard Un-named. He pronounces the Gemstone to be in a bad way; it has lost the balance of the fundamental forces, and must be split up again and reassembled according to the maker's instructions, which are, unfortunately, lost. You sigh with resignation as you realise that this means yet another highly dangerous trip to the demon plane . . .

The essential points to be distilled out of this predictable waffle (and I must admit that I'm getting impatient with the fatuous unoriginality of fantasy scenarios) are that you have to search through a complex maze of cavern-like rooms for a pair of 'splitting tools', six alters and twenty-five healing tools. You already have the gemstone, so once you find the splitting tools you can reduce the gemstone into five fragments on one of the alters, place each fragment on one of each of the other five, and attempt to find the correct combination of healing tools to mend them and eventually bring them all back together.

Before you start, the game requires you to prepare a 'map disk'. This is something which infuriates me, but two factors mitigate the inconvenience in the case of *Gemstone Healers*: the map disk doesn't take half an hour to format, and you are very thoughtfully permitted to use the back of the game disk itself. I gritted my teeth only very slightly. If you haven't played before, the programmer generates an entirely new map for you, and ingeniously takes the name you choose for the disk as the random seed from which to begin. The same first 12 characters will always generate the same dungeon.

The program amuses itself for several minutes constructing the dungeon, then – when you've come back from making a cup of coffee – it is ready to begin without further dice-rolling or ado. This is not a roleplaying game, and does not require you to roll up a character. Your brave adventurer is ready to go from the start, equipped with a sword, a crossbow, and a random selection of magic items. After choosing from one of three levels, you are presented with some introductory animation (which you can skip) showing your adventurer running up to the castle of Wizard Un-named, being told to go on the quest, and being transported in a spinning vortex to the alternative dimension where the adventure takes place.

The main screen is strongly visual in its presentation of the game information. The largest panel is taken up with the area of action, displaying what at first I assumed to be an island landscape but quickly realised was an underground room with irregular walls. The adventurer is a smallish figure suitably equipped with the weapon selected at the time. Exits from the room, which is usually several times larger than the screen, are clearly displayed in the form of doors, archways or gratings. Apart from the occasional redundant pillar and very important altar, the rooms are otherwise devoid of feature.

Below the 'viewscreen' is a row of items carried in the adventurer's inventory. These are the magic items, splitting and healing tools, and bits of gemstone. At the beginning of each new game the adventurer has a different selection. They are clearly illustrated in the rulebook, along with a description of their effects; there are 14 magic items altogether, including an 'Ancient Black Thing' which creates illusion and looks suspiciously like a computer disk! At the side of the screen are panels displaying other information, like the number of crossbow bolts you have left in your quiver, the 'treasure count' – which serves, rather crudely, as a highscore indicator – and the location of secret doors, if you're using the magic dagger.

When he first arrives in the land, the adventurer is alone in the first room. Wait around for any length of time and company soon arrives.

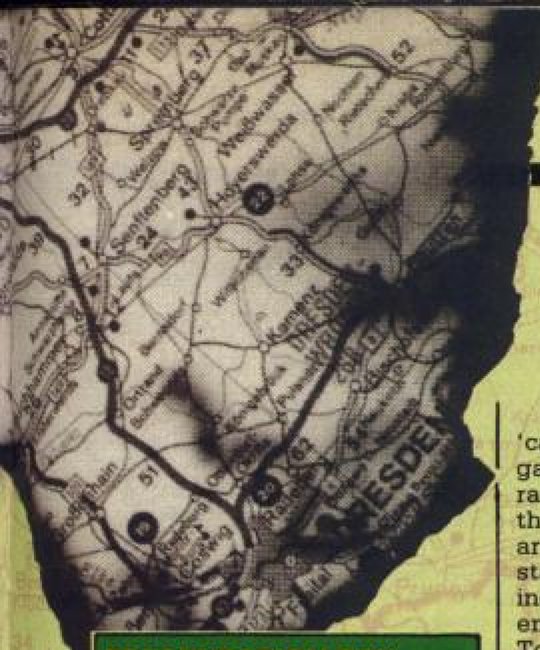
Since the main business of the game is to find objects, and objects can only be found on the dead bodies of various nasties, it follows that the extermination of the unpleasant creatures who inhabit the land is the way to get on in the world. There are six 'normal' monsters, three demons – demons are the monsters most likely to carry out the sort of thing that you're looking for – and a nasty thing called a 'summoning eye', which spews forth endless antagonists. Each type of creature has its own distinctive noise, so you can hear it coming and identify it even before it makes its appearance on the screen.

The best way to kill these monsters is to stand well back and shoot crossbow bolts at them. This is where arcade skills, such as they are, come into the game. The game becomes slightly reminiscent, at this point, of *Gauntlet*, but the monsters do not move very fast, are not very copious (on the beginner's level, anyway) and cannot do you any damage unless they come directly into contact with you. Also, unless there's a 'summoning eye' around, there are only ever a limited number of monsters in each room. Once all are eliminated, you can ransack their bodies at leisure. Most monsters carry some sort of magic items, or gold; items are added to your inventory, if you have sufficient space, and gold goes into the 'treasure count'.

It is not difficult to find the splitting tools necessary to shatter the Gemstone into five fragments, but healing tools are thinly spread and entirely obscure as yet in their application. I came nowhere near solving the puzzle, but the simple pleasure of roaming through the seemingly endless number of rooms, shooting monsters and gathering items and treasure was enough to keep me entertained. *Gemstone Healer* shares this characteristic with an arcade game; it can end with appalling abruptness. If you have a particular magic item in your possession at the time of your death, you are eligible for resurrection. Otherwise, it's back to the castle screen for another attempt.

The magic items have a variety of interesting effects. The 'ancient black thing' changes your adventurer into a skeleton, the ring makes him invisible, and there's a useful dagger which helps you find secret doors. The caverns are also mappable, and the designer in the 'tips' section of the rulebook suggests a diagrammatic way of doing so.

This is not a particularly demanding game, and one of the things it doesn't demand is to be taken too seriously. The plot is silly and clichéd, the graphics are too simplistic to generate much 'game space' atmosphere, and there is none of the game structure complexity that would put it into the pseudo roleplaying bracket. On the other hand, there is a lot to do in the game. The puzzle is a long-term objective, and the immediate gameplay is satisfying and entertaining. There is certainly a lot more than an afternoon's play in it, and for the player who enjoys mapping huge complexes and solving obscure puzzles it's ideal. I was sorry that I had to stop playing to write the review.



PRESENTATION 87%
SSI can be rarely faulted on packaging, and the game is convenient to handle.

GRAPHICS 70%
Lack of excitement is made up for by clarity.

RULES 81%
Well written and produced, with clear illustrations.

PLAYABILITY 82%
Smooth and addictive

OVERALL 80%
An excellent example of its type.

PANZER GRENADIERS

SSI, £19.99 disk



The Second World War was a time of innovation in the basics of fighting; technology affected warfare in the First World War, and it overtook it in the Second. The German Army was particularly keen to develop and exploit the technology of the battlefield. Tanks, which made their appearance towards the end of the First World War, came into their own in the Second. They were faster and tougher than infantry and had infinitely more firepower, but they could not do everything: only human beings had the mobility to move into woods and towns to consolidate the taking of territory, and so they had to work with the armoured divisions. This raised the problem of the different speeds of motorised units and slow-moving infantry, a problem which was solved by the creation of 'armoured infantry'. These divisions were the 'Panzer Grenadiers' of the title.

This game is essentially another shot at storming the Russian front and doing a better job of it than the Germans did. The player is given command of a grenadier regiment of the Grossdeutschland Panzer Grenadier Division, along with the elements of a panzer regiment and an artillery batallion; all the forces, in fact, historically available to the German commanders.

It is a straightforward 'cardboard counters' style wargame, and unlike some of SSI's range is probably suitable for the wargaming beginner. There are not huge tables of necessary statistics to digest before starting, or tortuous orders sequences to become familiar with. To some extent, this is a game you can pick up your joystick and play. Experienced wargamers will have no trouble 'getting into' *Panzer Grenadiers*.

Once the game has loaded from disk there is a choice of five scenarios and three difficulty levels. The five scenarios are all of similar length, and none last for more than 15 turns; there is no 'grand scenario', for each puts the player into a completely different and high-focused battle situation based on historical event. This is a short-range wargame, and it's possible to play it without getting much sense of the wider historical context. The remedy to this, of course, is to study the comprehensive (but digestable) notes and diagrams on each scenario in the rulebook.

The turns themselves are reasonably lengthy, so although a 15-turn-long scenario sounds insubstantial – and it's true that that there's no room for expansion – it represents quite a lot of playing time.

The screen has a surprisingly arcade-like appearance, with a smooth greyness to represent clear territory and unconvincing hashes and blotches to indicate obstructions. This is scrolled around by the joystick to the accompaniment of an irritating clicking noise. There are actually four types of terrain: clear, light, medium and heavy. They incur movement costs and have a defensive value, but – and this is a common fault – it is difficult to make out on the screen which type of terrain is which. Fortunately, each scenario is accompanied by a diagrammatic map in the rulebook which goes some way towards making up for the on-screen deficiency. But when the designer has evidently decided to take some trouble at least over the aesthetics of the graphics, it seems a pity that he did not make the screen easier to understand.

The units, too, are pitifully small and indistinct. There are 11 different types of units in the game, and the distinction between them is very important to the gameplay. Unfortunately, it is difficult to tell them apart on screen. By positioning the joystick over each miniscule unit, however, the player can summon up its name at the bottom of the screen. Reference to the book makes its function clear. The only statistic with which each unit is equipped in the game itself is its strength, which varies only from one to about four. The 'in game' minimalism is compensated for by a complete description of the capabilities of each particular type of unit, which works very well in the context; after all, the historical situation is taken as read and the only thing that would vary in reality would be the strength of the division as it was worn down in combat, unless one takes into account abstractions like morale. The infantry is divided into rifle companies, machine gun companies and pioneers. There are six different motorised divisions, including the immensely powerful Self-Propelled Artillery, and a mortar section. The non-motorised divisions can be transformed into such by loading them into trucks and halftrucks, and so can keep up with the tanks. The capabilities of each type of unit detailed in the rulebook are firepower, range, defence and movement. The most significant difference in play seems to be range: the SPAs have an 'unlimited' range and so can cause damage to the enemy without danger to themselves, whereas the infantry units have to be within a square of an enemy armoured target to cause any damage.

The interaction of this wide range of unit types becomes very satisfying in play,and would be more so if it were easier to make out which was which on screen.

Turns are organised in a substantial eight-phase structure. The first is the 'observation' phase, which seems slightly redundant; it gives the player the chance to scroll around the battlefield (which he can do in any other phase anyway) and take stock of the situation and also, curiously, to order units to start digging in. Once accustomed to the game I found myself skipping the observation phase routinely. The second phase is Fire Phase 1, which gives the player the first chance at combat. An attack either hits or doesn't hit, and the player is informed of that; the unit has the same number of attacks as its strength, in 'subunits'.

The movement phase follows, and units are moved individually by means, once again, of the joystick. Infantry units can be loaded into trucks and transported with lightning speed, but while in this state are very vulnerable to attack. It's not possible to load, move and unload an infantry unit in the same movement phase. After this, the player has a chance to fire again, in exactly the same way, from the new positions. Then it is the enemy's turn.

The player can choose to run the game at two speeds, fast and slow, which affects the speed at which the computer carries out its movement and combat. At the slow speed – which isn't slow – it's possible to follow what the enemy is doing. The computer has the same fire-move-fire phase structure as the player, and the only difference to me seemed to be that the computer's attacks hit far more often than mine!

The next 'phase', the Victory Phase, is merely an assessment of your performance so far. This is an interim report on the state of the battle, which becomes final in the last turn, and ranges from 'questionable' to 'major'.

The rulebook is as excellently produced and presented as SSI's usually are, and a description of the sequence of play is set out in a way that is clear and easy to follow. There is no general summary of the background of the Russian campaign, but given that the game is made up of five very short-range scenarios this is of no great importance; the scenarios themselves are concisely but adequately described, and are accompanied by detailed hints on how to succeed in them. There are also designer's notes which I always find entertaining reading even if the author does use them to make excuses for any obvious misdemenours that he knows the reviewer is going to pick out. The designer seems to be after my own heart, using phrases like 'synergistic element' . . .

The outstanding thing about this game is its successful combination of simplicity of operation with detail of content, and it succeeds better than many SSI games in the attempt to make screen and paper work together. There is virtually nothing in the actual play of the game on screen – anyone who has played a wargame before will be able to pick up their joystick, glance briefly through the rules and get on with it – but the variety of tactics available in the differing combinations of units gives it depth and interest. This is certainly a game which beginners will enjoy, and which more experienced wargamers will not find a waste of time.

PRESENTATION 82%
Excellent, as usual from the company.

GRAPHICS 55%
Very difficult to make out the unit and terrain types, and generally too much grey blankness on screen.

RULES 90%
Well written and presented and easy to consult.

AUTHENTICITY 79%
Although the poor screen graphics let the atmosphere down, the player has a definite sense of using the capabilities of historical units.

PLAYABILITY 85%
Easy to pick up and smooth to play.

OVERALL 81%
A very good standard wargame, particularly recommended for beginners.

HACK TO THE FUTURE

Less than 600 weeks to go until the end of the century, and Mel Croucher stops feeling his age and starts feeling our age to predict the shape of things to come . . .

1993

JANUARY

To celebrate the season of goodwill, the prison hulks that have been rotting in the Thames Estuary since 1987, crammed to the scuppers with immigrants waiting to be 'processed' are suddenly emptied. Would-be citizens are issued with computerized electronic tags, ordered to keep the curfew and packed off to friends and relations, thereby saving the tax-payer bundles of dosh. Proposals are made in the House of Commons to electronically tag the flood of 'temporary guest' visitors from Southern Europe, Turkey and Hong Kong.



FEBRUARY

Wendy, the all-singing, all-dancing, twice married Commodore computer takes over from Terry Wogan as the nation's favourite chat show hostess. She is also appointed Ambassador to the planet Zanussi and Minister of Affairs.

MARCH

In the Third World, mass education and on-the-spot medical transmission penetrates the most remote areas, thanks to satellite transmission and interactive data bases. In the First World, teachers and medics are thrown out of work as CD-ROM discs replace education and medical teams. Steve Davis wins the Mates World Snooker Championship for the eighth year running, and is spotted interfacing with Wendy at Stringfellows.

APRIL

At the end of the British tax year, it is confirmed that the world's tropical rain forests are vanishing at the rate of 2,000 acres a minute (tax deductible). On April 6th 1983, the rate was 1,000 acres per minute, in 1988 it was 1,500. By 1998 all the rainforests will have disappeared, all of its human and animal inhabitants will be extinct or urbanised, and the rest of us will have benefited by consuming 140 million hamburgers a day for the past ten years.



MAY

During speed trials in the computer controlled Eurotunnel, swarms of rats are monitored in Calais. The spokesrat Rob Hubbard of California is hired by the British to dress up in tights and a triple-pointed hat with bells on to play the computerised simulation of the pied-piper and tempt the rats back to Dover, where they are required to join strike-breakers.

JUNE

In the past five years, since June 1988, the following jobs have disappeared from British High Streets because of computerisation, tele-shopping and fashion changes: travel agents, bank clerks, funeral parlours, checkout cashiers, estate agents, high-class prostitutes, garage attendants, pharmasists, building society staff who don't have shiny teeth and large breasts, post offices and lollipop ladies. Home computer terminals can now handle all of the above services, as well as smoke alarms, baby alarms, intruder alarms, kitchen hardware, video tape recording, giving Jehovah's Witnesses polite rejections at the front door, letting the cat out of the backdoor (not applicable to tower blocks), and doing the football pools. So far, no cure has been found for either Bob Monkhouse or Benny Hill.

JULY

At the annual Status Quo farewell concert, old age pensioners riot when Francis Rossi is revealed to be totally bald after getting his silver pony tail trapped in the gears of his wheelchair. The badger is declared extinct, except in certain parts of German restaurants, where it is served with sauté potatoes and cream.

AUGUST

The European Parliament, the United Nations and Maxwell Communications put forward a realistic schedule for the demolition of the Berlin Wall and the Belfast Wall. The first phase involves computer monitored movement for EEC and Comecon citizens with 'legitimate business' across the two borders, and it's proposed that the Walls are removed by August 1996 (the 35th anniversary of the Berlin Wall, and the 17th anniversary of the Belfast Wall).

SEPTEMBER

A revolutionary low-cost processor is launched, based on a Hungarian design. It is fully portable, requires no external power source, is user-friendly and has an infinite range of type fronts. Available in several 'breast pocket publishing' colours, it costs fifteen pee, and is provisionally named *The Biro*.

OCTOBER

The first fare-paying package holidaymakers take off for space, many of which have booked their seats on the Shuttle since 1987. They make three successful orbits, and are served a champagne meal somewhere over Ethiopia.



NOVEMBER

On the eve of his 45th birthday, Prince Charles is offered the active role of Price Regent, effectively making him King without a crown as his mum graciously heads for senility. Charles turns it down, and goes walkabout disguised as a Yamaha tenor saxaphone. A nation rejoices, and welcomes the popular Warrior Price Andrew and Fertile Fergie (mother of five all named Wendy) as the future King and Queen. The word 'parasite' is removed from the language by Royal Decree.

DECEMBER

At Southeby's first Computer Ephemera auction, record prices are paid for Z80's, LED watches, copies of *The Great Space Race*, Tim Langdell's old law suits, Tim Best's corset, Jeff Minter's mushrooms, the Oliver Twins' nappy and a signed copy of Mel Croucher's last will and testicle.

1994

JANUARY

Prince Wendy reveals to 'The Sun' that he is delighted with his Christmas present from the Warrior Price Regent and Fertile Fergie. He asked them for a cowboy outfit, and was duly presented with a budget software house. Meanwhile, his younger sister, Princess Wendy, is equally pleased with her playpen. She christens it 'Scotland'.



FEBRUARY

The French government agrees to compensate the British for the loss of our rats by delivering an equal weight of rabid dogs through the Euro Tunnel, absolutely free of charge. Barking mad, foaming at the mouth, wild eyed and lethal, the dogs are appointed High Court Judges immediately.

MARCH

All research into fusion reactors is halted. It simply ain't economically viable. Although electricity prices have increased by 40% since privatisation, modern machinery requires less than half of the power of the previous generation of electrical hardware. Wind power and tidal generators are coming on stream, cheap coal is imported from Eastern Europe and China, fuel graded alcohol is available from Canada, and surplus power from France, Iceland and Norway is plugged into the Eurogrid. Energy distribution is almost 95% efficient thanks to computerised automatic switching, domestic insulation has reduced wastage by 35% since 1975, and heavy industrial requirements have almost disappeared. 'Shelter' releases figures claiming that at least 7,000 homeless and old people have died of hypothermia during this Winter's Big Freeze.

APRIL

Missing since 1988, David Crossweller is spotted in Brittany selling multi-layered software packages. He calls them 'onions'. Meanwhile, other software houses have been in alternative markets for years. CRL continue to sell pork pies, Code Masters continue to sell young pups and Virgin launch *Now That's What I call Another Load Of Old Titles 69*.

MAY

The notorious Ludlow publishing Company Gettingsoldfield brings in new decimalised working conditions for their workforce of infant labourers. The ten-hour-day, ten-day-week, ten-pee-an-hour system works well to begin with, but breaks down when ZZAP! journalists can no longer afford to pay their ten pees to the Directors Roger Mildlyinterested, Transplantliver Frey and his brother Centime.

JUNE

On the 50th anniversary of D-Day, thousands of Britons re-enact the invasion of Europe by Club Z18-30. Samantha Fox, who has been 'losing her figure' for several years, poses for the artwork of the computer version of *The Time Bandits. Football Manager* author Kevin Toms saves the day by supplying an alternative photograph, wherein he poses as 'five-to-eleven.'

JULY

On the 205th anniversary of the French Revolution, the Club Z18-30 invaders are locked in the Bastille, where they get their Gaulloise chopped off.

AUGUST

To take the American people's minds off the tragic San Francisco earthquake, and the Soviet people's minds off the Islamic revolution in Uzebistan, a joint USA/USSR mission to Mars is agreed with maximum publicity. The software charts are dominated by Martian Mission simulations and sports compilations with the words *Barcelona* and *Olympic* in the titles. Only Mastertronic goes the whole way by releasing *Islamic Olympic Martian Earthquake Warriors*.

SEPTEMBER

The EEC wine lake and food mountain mysteriously disappear during Newsfield's Computer Arena' 94. Robin Evans, cartoonist of this very feature, continues to make do with a small amount of bread, a handful of lost marbles and a dead luncheon vulture.

OCTOBER

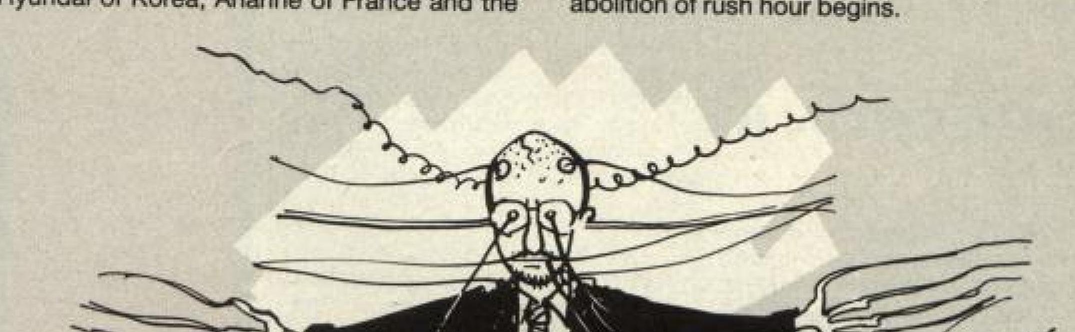
The American space shuttle is finally scrapped after yet another major disaster. Ghouls travel from several States to collect charred bits of the Challenger for mantelpiece souvenirs. Commercial Star Wars enters a new phase, with the Chinese Long March rocket picking up much of the business, closely followed by Hyundai of Korea, Arianne of France and the joint Israeli/South African spacecraft known as 'Utterbastard'.

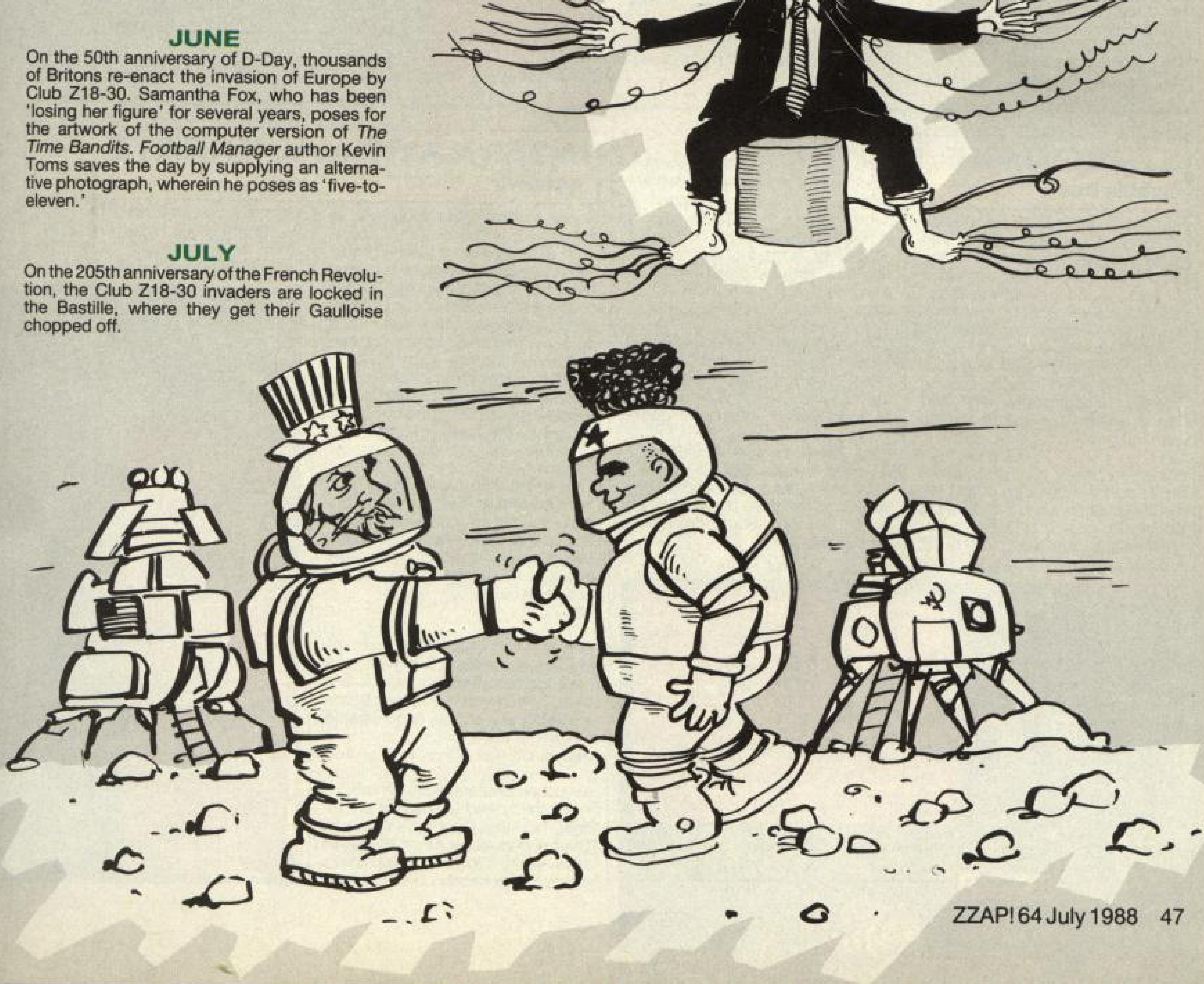
NOVEMBER

In line with the prevailing attitude towards suspect sexual practices *Way of The Exploding Fist* is finally banned. In line with the prevailing attitude towards freedom of expression, civil liberties and mutual tolerance, more gays are burned on November the Fifth than guys. This causes undermanning problems in the church (all denominations), the armed forces, the House of Parliament (upper and lower) the education system, the Wendy fan club, the health service, the police force, the. . . . well, to be brutally frank and honest with you, everywhere.

DECEMBER

The partnership between Nolan Bushnell and Sir Clive Sinclair goes from strength to strength, with more than four hundred thousand pre-orders for the Z95 Global Communicator, Uncle Clive's pocket-sized black box contains a microcomputer, holographic display, satellite communicator, telephonic modem, voice-operated command system and solar power option. Retailing at under $300, the communications revolution enters its final phase of the Twentieth Century and the abolition of rush hour begins.





ZZAP! BACK

That time of the month has come around again, with the great games of Issue 14 under the microscope. Julian Rignall and Gordon Houghton take a peek at the classics of yesteryear and see just how they stand now.

GAMES ZZAPBACKED

CAULDRON II
STARQUAKE
INTERNATIONAL KARATE
SPELLBOUND
SPINDIZZY
FAIRLIGHT

CAULDRON II
Palace

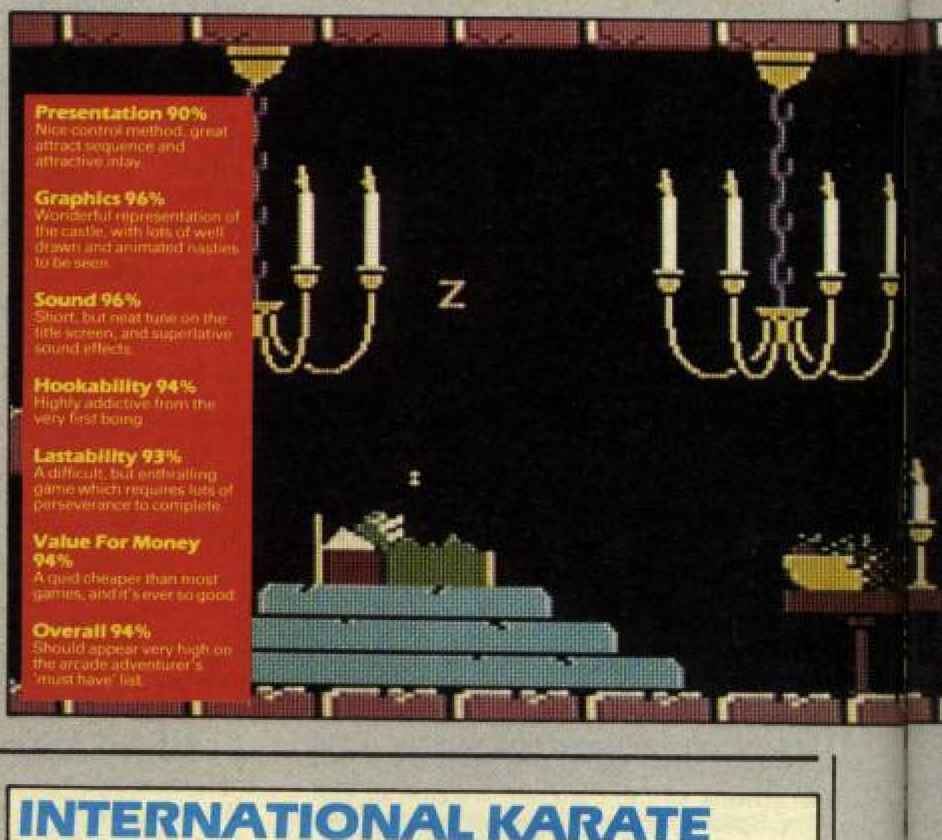
Impressive graphics and innovative gameplay rewarded Palace's unusual arcade adventure with an even warmer reception than its popular predecessor. Jazza and the two Gazzas raved accordingly: 'very enjoyable, though frustrating' was Rignall's reaction, whereas Liddon announced strangely, 'boinging all over the place is great fun'. Penn's opinion summed up the team's feelings, however: 'miss it and you'll regret it'.

The control method is incredibly awkward, making it very hard to get into. Perseverance doesn't reap rewards either, but the unusual gameplay *does* keep you coming back for more. Still worth a look.
GH

I never had any problems getting into this. The control method may be tricky, but it's a nicely frustrating one, especially when you start spanging around the place. I always liked it because it was so . . . different.
JR

(Gordon) Presentation and Hookability down by 15% – the control method mars both – Graphics, Sound and Lastability down by 5%, and Value and Overall down by 10%.

(Jaz) The graphics are superb – especially some of the sprites. The Overall mark should drop a little, but I'd still rate it as a Sizzler today – it's definitely one of the better Commodore arcade adventures.



Presentation 90%
Nice control method, great attract sequence and attractive inlay

Graphics 96%
Wonderful representation of the castle, with lots of well drawn and animated nasties to be seen.

Sound 96%
Short, but neat tune on the title screen, and superlative sound effects.

Hookability 94%
Highly addictive from the very first boing

Lastability 93%
A difficult, but enthralling game which requires lots of perseverance to complete.

Value For Money 94%
A quid cheaper than most games, and it's ever so good.

Overall 94%
Should appear very high on the arcade adventurer's 'must have' list.

STARQUAKE
Bubble Bus

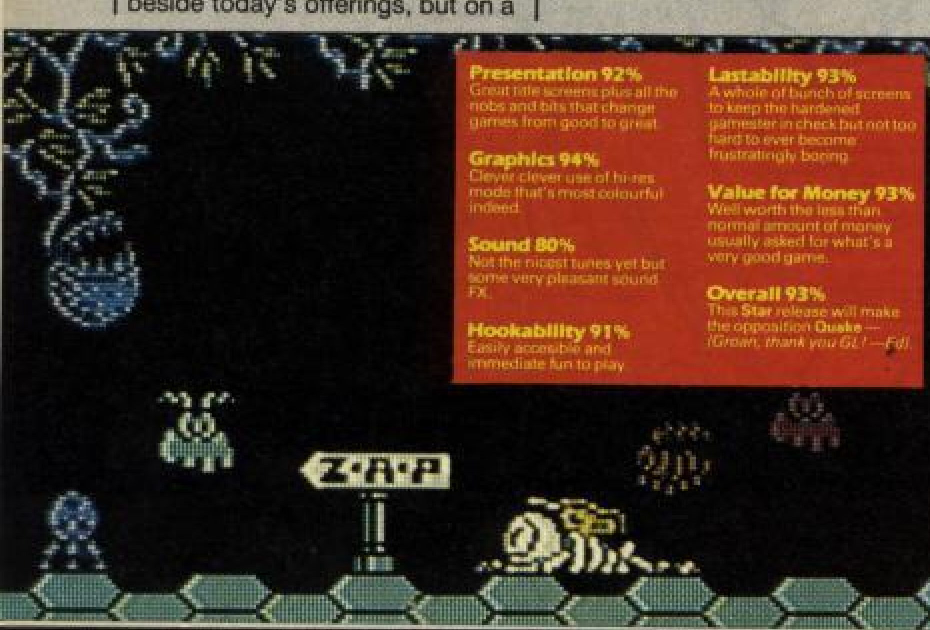
Stephen Crow's 512 screen seek 'n' assemble spectacular proved an immediate favourite with the ZZAP! lads. Its detail appealed particularly, the reviewers unanimous in praise: 'one of the most playable and absorbing games of its type' opined Penn pertly, 'all arcade adventurers should possess this product' lauded Liddon largely, 'exceptionally jolly' and 'really brilliant' remarked Rignall raunchily.

I enjoyed this a lot. Its graphics were particularly appealing, but the extra features and details in the gameplay kept me going until I finished it. It does seem a bit basic beside today's offerings, but on a budget label it's a must.
GH

Starquake is another brilliant arcade adventure and features a huge map, cute graphics, plenty of neat touches and oodles of playability. Games of this sort are very scarce these days – which is a shame.
JR

(Gordon) Presentation, Sound and Value down by 20-25% each, Graphics and Lastability down to the high 80s, Overall down to 78%. At that price it's showing its age.

(Jaz) The Graphics should come down to low 80s, Sound down by 5%, Hook and Lastability and Overall to mid 80s. It's still a great game and well worth looking up on budget.



Presentation 92%
Great title screens plus all the nobs and bits that change games from good to great.

Graphics 94%
Clever clever use of hi-res mode that's most colourful indeed.

Sound 80%
Not the nicest tunes yet but some very pleasant sound FX.

Hookability 91%
Easily accesible and immediate fun to play

Lastability 93%
A whole of bunch of screens to keep the hardened gamester in check but not too hard to ever become frustratingly boring.

Value for Money 93%
Well worth the less than normal amount of money usually asked for what's a very good game.

Overall 93%
This **Star** release will make the opposition **Quake** — *(Groan, thank you GL! —Ed)*

INTERNATIONAL KARATE
System 3

Super-smooth animation and a superbly graded computer opponent gave System 3 their first Sizzler. The ageing martial arts theme failed to discourage the ZZAP! reviewers: Gary Penn was suitably enthusiastic, spouting comments such as 'fast and furious', 'amazing' and 'great', Gary Liddon spurted 'anyone into synthetic violence shouldn't miss it' and Julian revealed a simple nature by simply calling it 'the best fighting game available'.

This was the first really good beat 'em up, with brilliant presentation, graphics and sound: the computer opponents are challenging and the two-player option maintains interest. *IK+ is better, but this is still impressive.*
GH

IK's fast and challenging gameplay, great series of moves and superb soundtrack made it the best one-on-one combat game available . . . until its sequel came along.
JR

(Gordon) Presentation, Graphics, Hookability and Lastability are all fine, but the Sound, Value and Overall should go down by about 10% each. Worth it if you can't afford its successor.

(Jaz) The soundtrack is brilliant, but Graphics should drop to 85%, Hook and Lastability down by 10% and Overall to mid 80s.



Presentation 94%
One or two player options, excellent use of joystick and many 'cute' touches throughout.

Graphics 91%
Extremely well animated figures and four nice backdrops per side.

Sound 96%
One of Hubbard's best tunes fits the bill perfectly — and there are also some great sound effects.

Hookability 93%
Very playable and easy to get into.

Lastability 90%
The high degree of difficulty makes the game tough to master. The two player option is good fun too.

Value For Money 95%
Great quality at a cheap price.

Overall 91%
The best thump em up we've seen and played yet.

SPELLBOUND
MAD

MAD's flick-screen arcade adventure proved a hit with the reviewers because of its low price and tricky puzzles. Superlatives abounded: Penn pronounced it 'the best Mastertronic release to date', whereas Liddon saw in its innovative Windovision system 'the best person/computer interface I've seen'. Jaz spoke for everyone with his observation, 'there's no excuse to miss it'.

Even though I played this for ages, there always came a point when I either got bored or couldn't keep the characters alive. The innovative Windovision system was appealing at first, but it soon became a bit cumbersome. It's a good little game, but . . .
GH

This was a game I appreciated, but never played – it's an arcade adventure with too much emphasis on the adventure. Still, it bridges the gap between arcade game and text adventure perfectly.
JR

(Gordon) Presentation, Hookability and Lastability down to the mid 80s, Graphics and Sound are OK, with Value and Overall down by 15% each.

(Jaz) Hook and Lastability should drop by 15%, Presentation up a bit – the Windovision system is superb – and Overall down to late 70s.



Presentation 94%
The Windovision system allows easy input, and a wide variety of options are available.

Graphics 80%
Adequate and pleasant though lacking in colour.

Sound 67%
Rob Hubbard assaults the ears once more, though this isn't a bad effort.

Hookability 93%
The arcade elements immediately hook any player . . .

Lastability 94%
. . . and the adventure bits provide the long term appeal.

Value For Money 99%
At this ridiculously low cost it's hard to justify not buying *Spellbound*.

Overall 94%
A superb release worthy of a £9.95 price tag, miss it at your peril.

SPINDIZZY
Electric Dreams

Paul Shirley's compelling *Marble Madness* variant combined superb gameplay with brilliant puzzles to produce an immediate winner. The team's praise reflected the game's Gold Medal status: JR highly recommended it with 'I can't recommend it highly enough', GL espoused its excellence by calling it 'excellent' and GP prophesied that it was 'destined to be a classic'.

This is my second favourite game of all time! I played it for months when it was released, and I still play it now: it's very tough but brilliantly compelling. The graphics are fantastic and the landscape designs superb: it's as impressive now as it always was.
GH

Ah! A timeless classic. *Spindizzy* is a superb arcade exploration game set over a surreal landscape. I played it for hours when it first appeared in the office, and would have happily played it for hours when we looked at it again – if I'd had the time.
JR

(Gordon) Presentation, Graphics, Lastability and Value are all spot on; Sound down to 38% (there isn't much there), Hookability down to 94% (it takes a while to get used to) and Overall up to 99%!

(Jaz) Sound drops a bit (it's a very quiet game), but the rest of the ratings are perfect – *Spindizzy* is simply brilliant.



Presentation 99%
Very good indeed. Lots of options and 'nice' touches throughout, such as being able to change the viewpoint, and the game is attractively and sensibly presented on screen.

Graphics 96%
Very impressive flip-screen 3D graphics.

Sound 44%
The sound effects are very sparse, but what is there works well.

Hookability 97%
A joy to get into and incredibly addictive to play.

Lastability 98%
Exploring and mapping the hundreds of different screens is compulsive stuff

Value for Money 97%
A helluva lot of game for your money.

Overall 98%
Don't be 'Arry 'n' Billy all your life, take a day off, be a GERALD, buy *Spindizzy*.



FAIRLIGHT
The Edge

Monochrome graphics and slow movement failed to mask *Fairlight*'s depth and playability, the game's freedom of movement and realism proving attractive. Pristine Penn praised with reservations: 'despite the speed problems, I enjoyed playing it', loveable Liddon called it 'all very clever' and jolly Jazza was slightly less jolly than usual, 'if you like fast stuff it might cause frustration'.

With games like *Head Over Heels* and *Inside Outing* now available, *Fairlight* looks like a pale imitation. It was slow and initially unrewarding at the time, but it's even more tedious now.
GH

At the time it was very unusual – in fact it was one of the first 3D forced perspective arcade adventures to appear on the Commodore. Looking at it now, especially in the light of other games of its type, it looks very slow and cumbersome.
JR

(Gordon) Sound, Graphics and Lastability down by 10-15% each, the rest down by 25-30%. It's been easily surpassed now.

(Jaz) Graphics down 10% – they're a bit fuzzy – and Hook and Lastability down by about 30% each. Overall to low 70s – it has aged pretty badly.

Presentation 80%
The keys are easy to use and the screen layout is quite nice.

Graphics 89%
The 3D is effective, although everything is rather slow especially when moving from screen to screen.

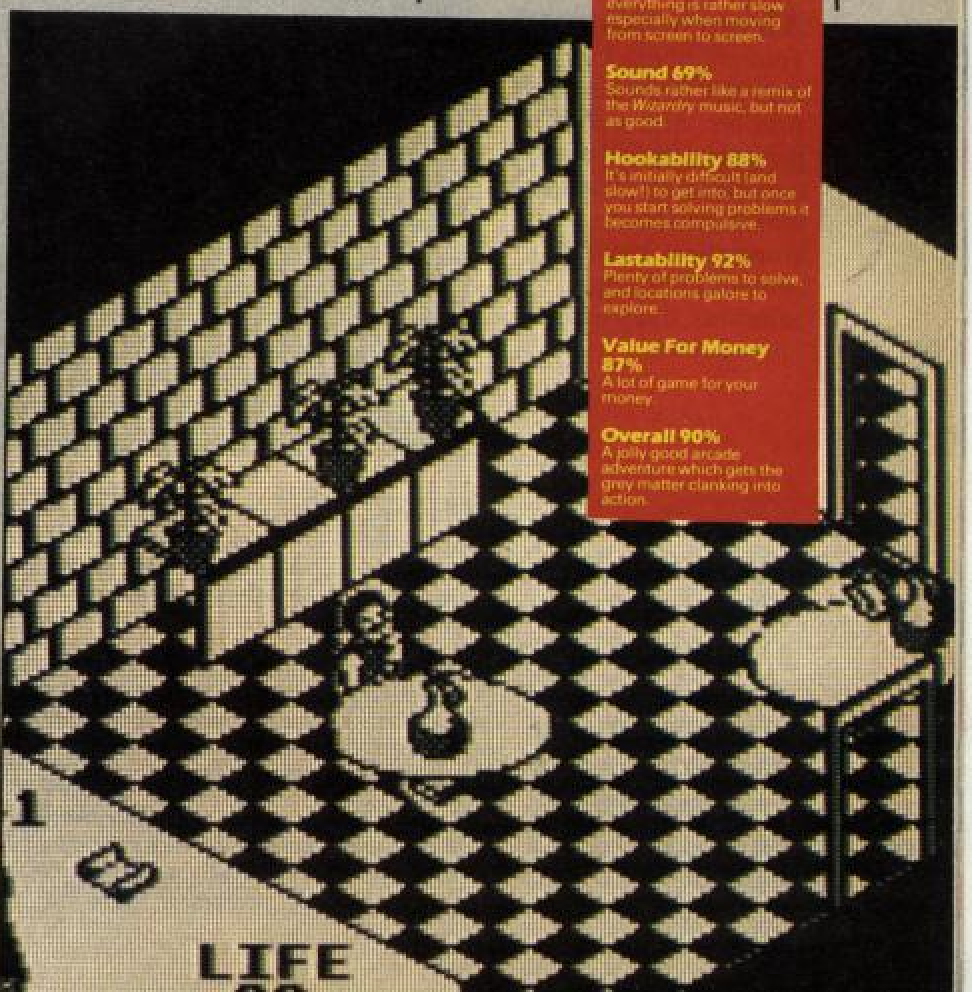
Sound 69%
Sounds rather like a remix of the *Wizardry* music, but not as good.

Hookability 88%
It's initially difficult (and slow!) to get into, but once you start solving problems it becomes compulsive.

Lastability 92%
Plenty of problems to solve, and locations galore to explore.

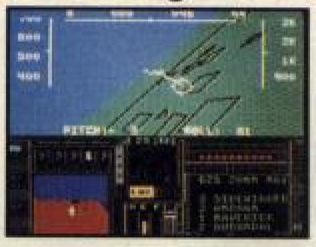
Value For Money 87%
A lot of game for your money.

Overall 90%
A jolly good arcade adventure which gets the grey matter clanking into action.



MICROPROSE REVEALS MORE TH

Project Stealth Fighter

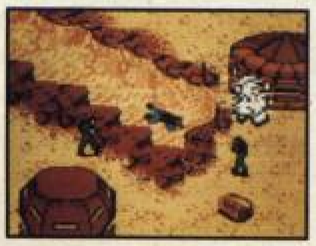


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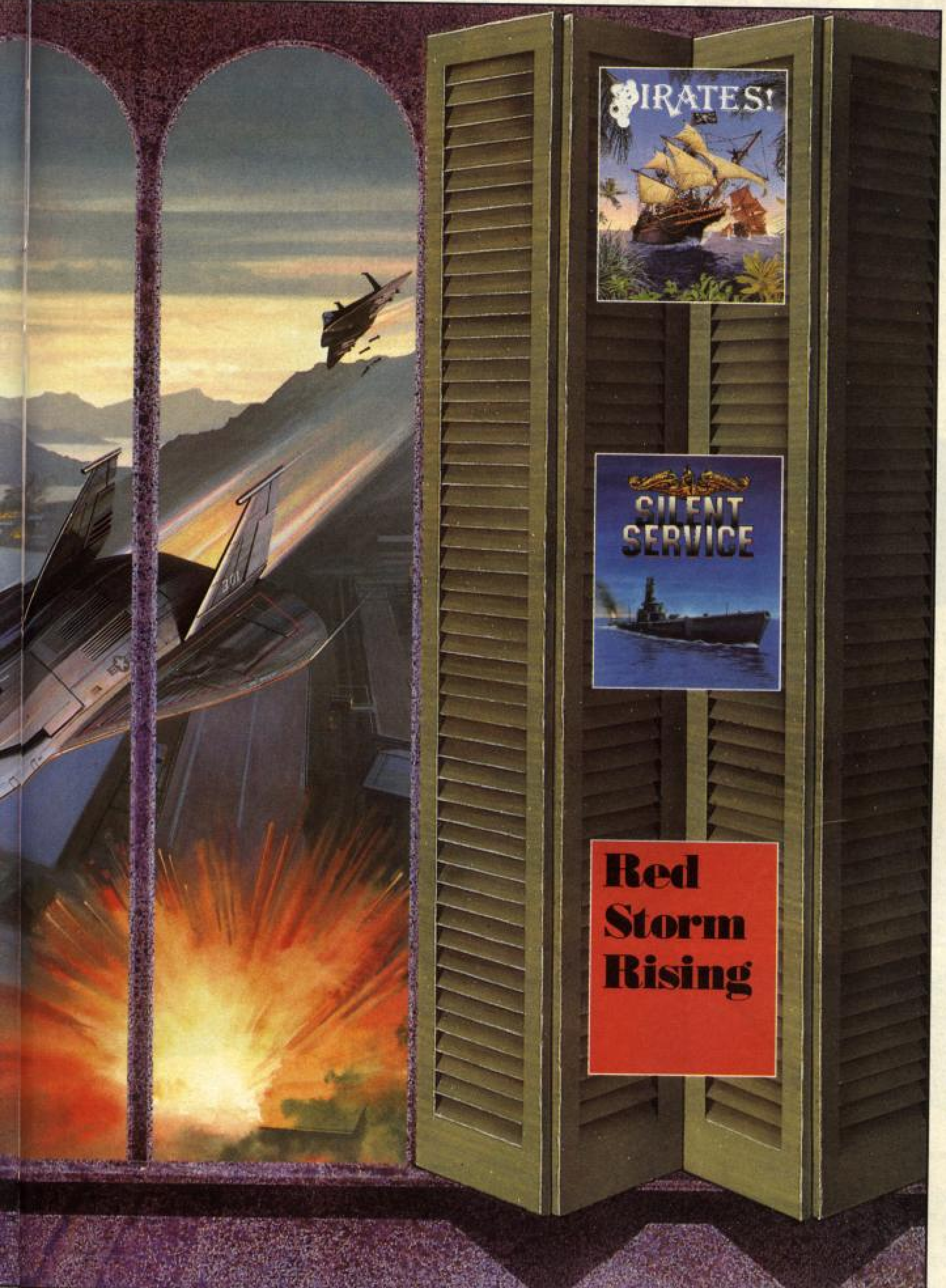
At your fingertips lies an incredible array of weapon options, yet the machine is nothing without the pilot – combat skills and intelligence are essential to survive this advanced and innovative simulation.

Project: Stealth Fighter. The ultimate flight simulator for superior pilots.

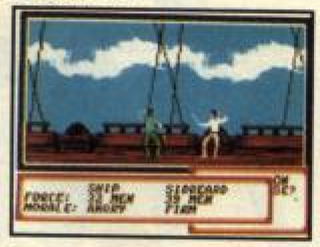
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ZZAP! TIPS



This is the life! Sun streaming through the window, an ice cream in one hand and a long, cool drink in the other. Hang on, I'll just adjust my shades – I can't see the computer screen. That's better!

Now, what am I writing about? Ah, the tips! Yes, I knew I had something to do today. Let's see what we've got. Hmmm. You'll like these – the special Summer Collection, featuring low-cut POKEs, topless tips and a map covered in baby oil. Indulge yourself . . .

DRILLER (Incentive)

Stuart Copeland **(what – THE Stuart Copeland??) of Dumbarton (oh) read the tips for this epic in the mega-special, and decided he had some ideas of his own which he thinks should help out frustrated gas-releasers. Not having finished the game, Stuart (and I'm sure countless other players) would be grateful if some mega-being who has would send in a solution. Can anybody help?**

AQUAMARINE

To clear the sector, drill at the point of intersection of the two arrow directions. Simple, eh?

OBSIDIAN

Drill in the middle of the northern bit of land parallel to the bridge. Stuart thinks that the '17' on the wall means that once 17 sectors are complete, the fourth switch will appear on the wall, giving access to sector 18.

OPAL

The block with '7741' on it does indeed indicate drilling co-ordinates. Move north-east and drill when both X and Y co-ordinates show 7741.

MALACHITE

Drill amongst the set of three blocks to the north-east.

AMETHYST

Don't shoot the cuboid on the top of the tall pillar. When in the jet you can run into it for energy and shields.

GRAPHITE

Drill where the floating platform was before you landed on it with your jet craft. Move to the 'door' side of the acid river and manoeuvre so that when looking directly west you are facing the block with the groove in the top. Now shoot through the groove until something interesting happens.

YOGI BEAR (Piranha)

For all you Yogis who are making multiple Boo-Boos because you couldn't enter the reset POKEs in Issue 35, here's a listing from Mick Mills and Al **which gives the bear of your dreams infinite lives, energy or time. Once again, delete whichever of lines 10 to 30 you don't want,** RUN **the program and start the tape.**

```
1 A=272:READ B:POKE A+C, B:C=C+1:T=T+B:IF
B<>8 GOTO 1
2 S=A+C:FOR A=S TO S+23:READ B:POKE
A,B:T=T+B:NEXT
3 IF T>411 OR T<2568 THEN PRINT "ERROR":END
4 POKE 157,128:SYS S
10 DATA 206, 78, 25:REM LIVES
20 DATA 169, 173, 141, 89, 138:REM ENERGY
30 DATA 206, 182, 138:REM TIME
40 DATA 76, 16, 8, 32, 212, 225, 152, 32, 213
50 DATA 255, 32, 213, 255, 32, 178, 64, 32, 64
60 DATA 3, 169, 1, 141, 83, 2, 76, 0, 2
```

RIMRUNNER (Palace)

Mick Mills and Al **have provided a listing which might help you squeeze a couple of hours of extra enjoyment out of this very disappointing release. Maybe. Anyway, type in the following,** RUN **it, and start the tape, remembering to include whichever of lines 12 to 19 appeal to your sense of unfair play.**

```
1 FOR A=52980 TO 53003:READ B:POKE
A,B:T=T+B:NEXT
2 READ B:PRINT PEEK(A);B:A=A+1:T=T+B:IF
B<>2 THEN 2
3 IF T<3125 OR T>8321 THEN PRINT "DATA
ERROR":END
4 POKE 157, 128:SYS 52980
10 DATA 32, 212, 225, 152, 32, 213, 255, 142, 123, 3,
169, 207
11 DATA 141, 124, 3, 96, 169, 207, 141, 210, 4, 76,
224, 3
12 DATA 206, 201, 181:REM INFINITE ENERGY
13 DATA 206, 164, 181:REM INVULNERABLE TO
ALIENS
14 DATA 206, 9, 135:REM NO ALIENS
15 DATA 206, 45, 135:REM INVULNERABLE RUN-
NER
16 DATA 169, 173, 141, 233, 181:REM INFINITE
RUNNER ENERGY
17 DATA 169, 234, 141, 157, 184:REM INFINITE
RUNNERS
18 DATA 142, 132, 179:REM AUTO COMPLETE
LEVEL
19 DATA 169, X, 141, 137, 128:REM START LEVEL (1-
10)
20 DATA 76, 12, 128, 2
```

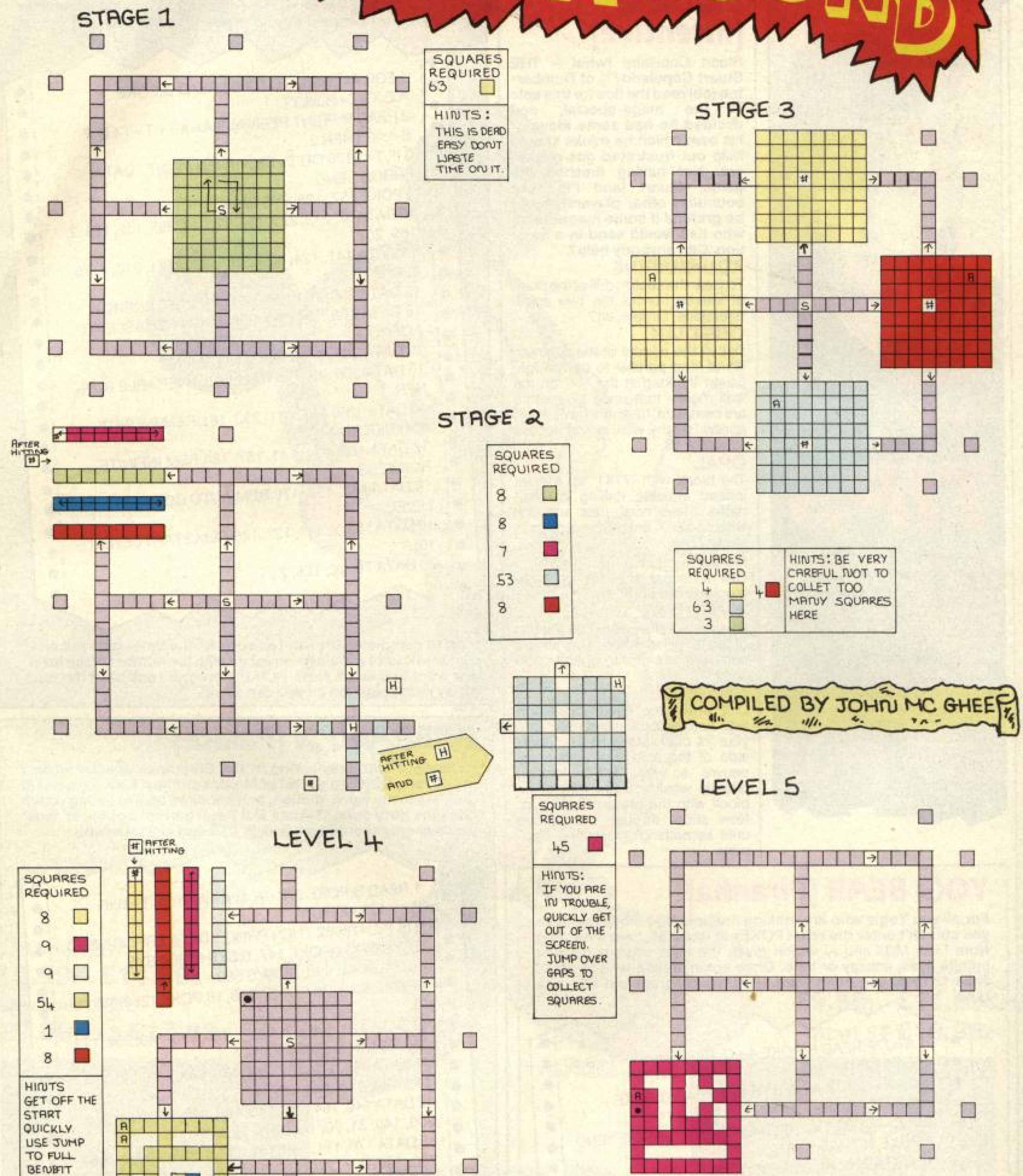
Line 18 completes the level as soon as the timer runs out and the 'X' in line 19 should be replaced with the number of the level you want to start at. Now, RUN **the program and start the tape for as much blasting as you can stand.**

BARBARIAN (Palace)

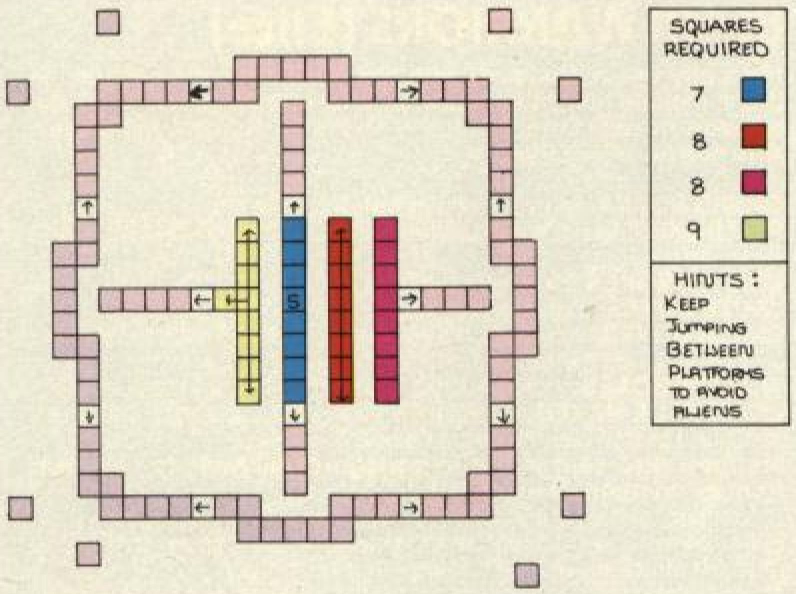
Honestly, I was only joking in the Christmas special when I asked for a POKE to get rid of Maria's clothes! Mick Mills and Al **took me to my word, though, and knocked up this listing which does the dirty deed. Sexists like Paul 'gerrem oot fer th' lads' Glancey only should type it in,** RUN **it and start the tape.**

```
1 READ B:POKE 272+A, B:A=A+1:T=T+B:IF
B<>128 GOTO 1
2 IF T<>18062 THEN PRINT "DATA ERROR":END
3 SYS 57812:POKE 147, 0:SYS 62806:SYS
58451:POKE 890, 96:SYS 580
4 POKE 1267, 76:POKE 1268, 16:POKE 1269, 1:SYS
992
10 DATA 120, 169, 52, 133, 1, 160, 250, 140, 252, 112,
140, 254, 112, 200, 140, 167
11 DATA 213, 140, 162, 212, 140, 163, 212, 160, 254,
140, 186, 111, 140, 187, 111, 200
12 DATA 140, 164, 213, 140, 165, 213, 140, 161, 212,
200, 140, 31, 70, 140, 248, 225, 238
13 DATA 178, 111, 238, 181, 111, 160, 9, 140, 246, 69,
200, 140, 207, 225, 169, 144, 141
14 DATA 247, 69, 141, 208, 225, 169, 233, 141, 209,
225, 169, 223, 141, 179, 111, 169
15 DATA 106, 141, 253, 112, 169, 239, 141, 180, 111,
169, 153, 141, 164, 212, 169, 221
16 DATA 141, 170, 212, 169, 93, 141, 171, 212, 169,
55, 133, 1
20 DATA 76, 9, 128
```

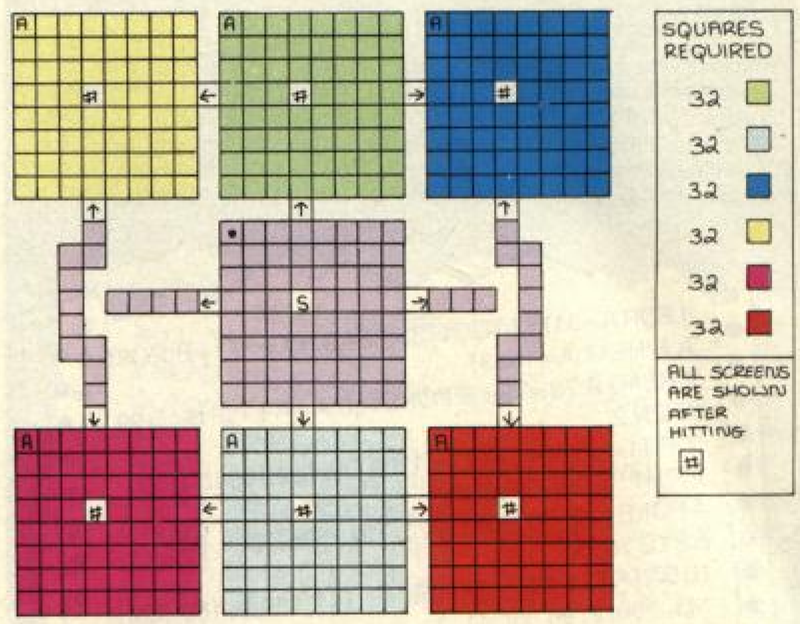
ROLLAROUND


STAGE 1
SQUARES REQUIRED
63
HINTS:
THIS IS DEAD EASY DONT WASTE TIME ON IT.
S
STAGE 2
AFTER HITTING #
SQUARES REQUIRED
8
8
7
53
8
S
H
AFTER HITTING H AND #
STAGE 3
A
#
S
SQUARES REQUIRED
4
63
3
4
HINTS: BE VERY CAREFUL NOT TO COLLET TOO MANY SQUARES HERE
COMPILED BY JOHN MC GHEE
LEVEL 4
AFTER HITTING
SQUARES REQUIRED
8
9
9
54
1
8
HINTS
GET OFF THE START QUICKLY. USE JUMP TO FULL BENEFIT
S
A
LEVEL 5
SQUARES REQUIRED
45
HINTS:
IF YOU ARE IN TROUBLE, QUICKLY GET OUT OF THE SCREEN. JUMP OVER GAPS TO COLLECT SQUARES.
A

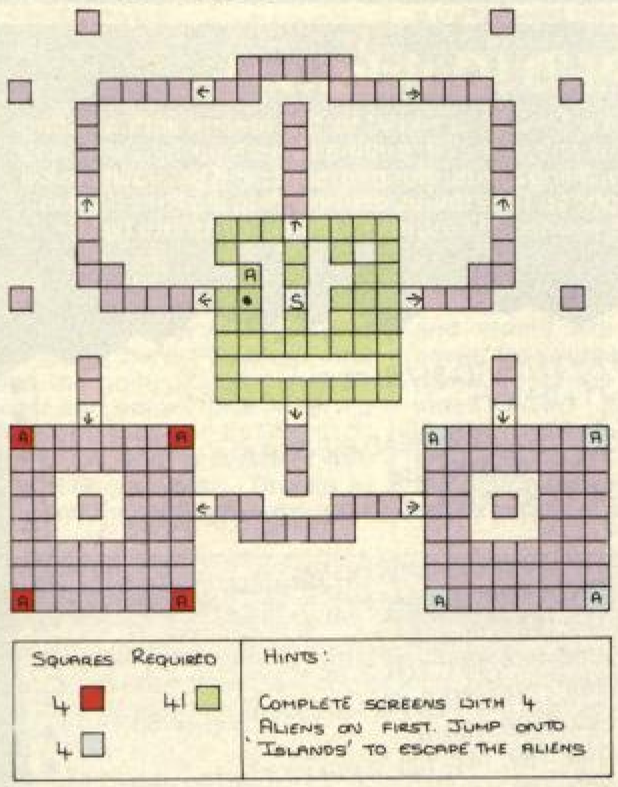
STAGE 6



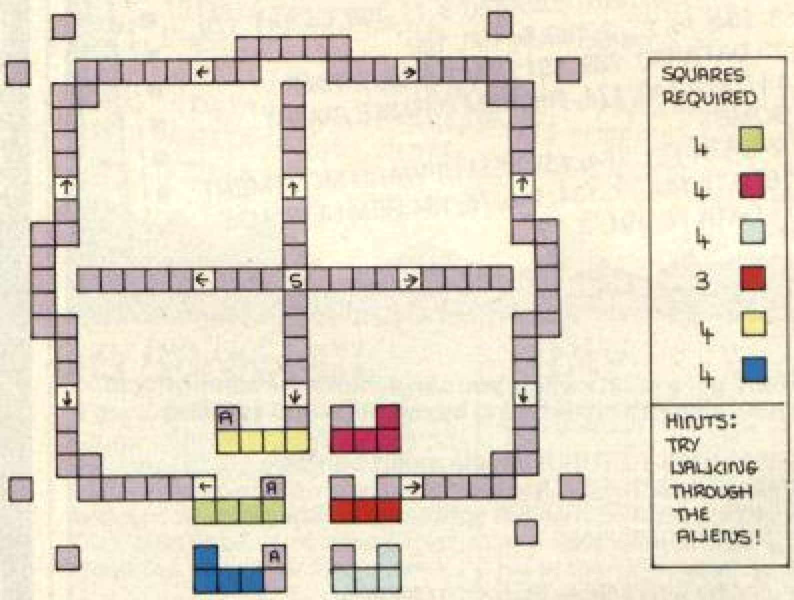
STAGE 7



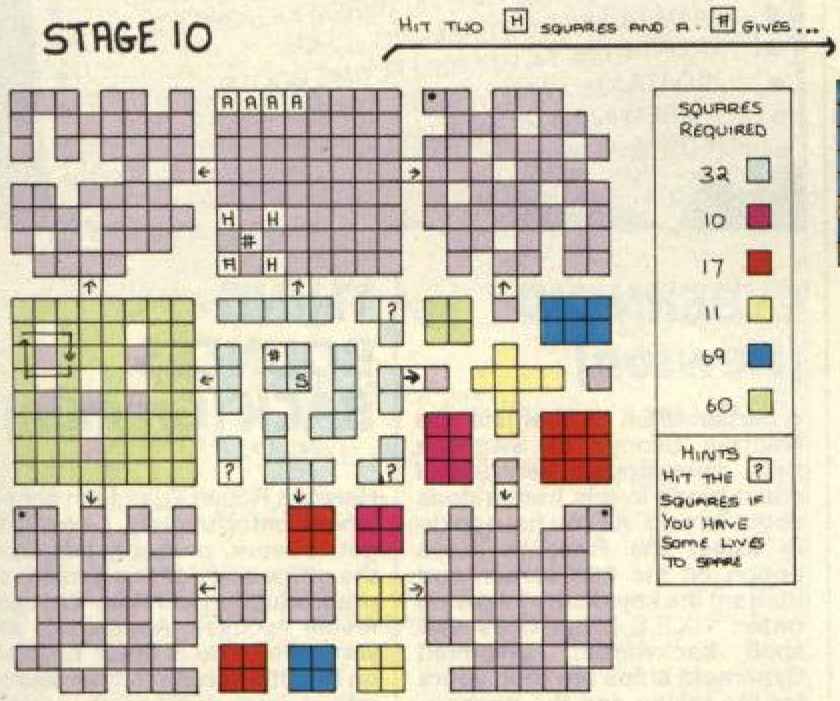
STAGE 8



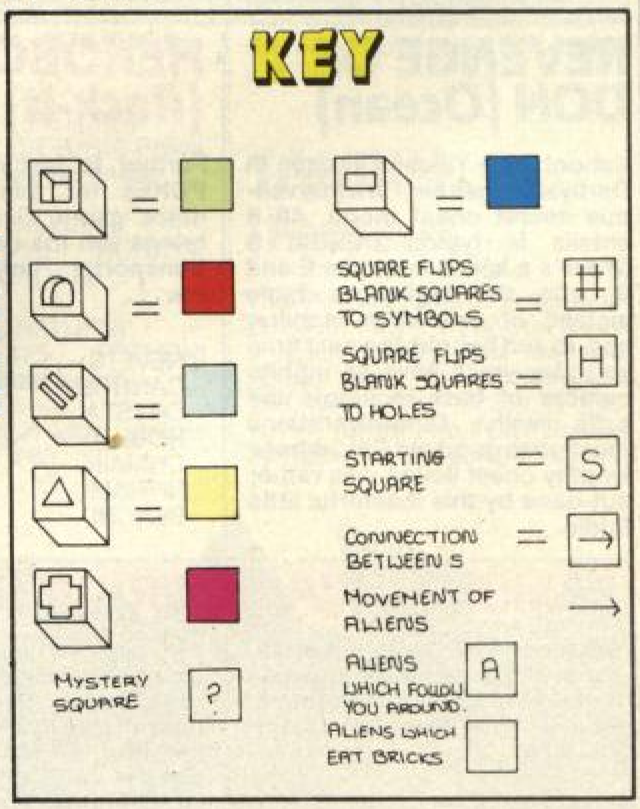
STAGE 9



STAGE 10



KEY



I BALL II (Firebird)

Anyone who wanted to input Varkanoid's POKEs for this jolly platformer back in Issue 37, but is suffering from those no-reset blues will find this Mick Mills and Al **listing rather useful. Not only is infinite time up for grabs, infinite smart bombs, upward movement and invulnerability are also available by typing in the relevant lines, typing** RUN (RETURN) **and starting the tape.**

```
1 FOR A=31722 TO 31735:READ B:T1=T1+B:POKE
A,B:NEXT:A=16537
2 READ B:T2=T2+B:POKE A,B:A=A+1:IF B<>99
THEN 2
3 IF T1<>2024 OR T2<4200 OR Ta2>6945 THEN
PRINT "ERROR":END
4 POKE 622, 76:POKE 623, 181:POKE 624, 64
5 SYS 16537
10 DATA 234, 234, 234, 169, 49, 141, 159, 2, 169, 234,
141, 160, 2, 96, 78, 41, 3
11 DATA 32, 212, 225, 152, 32, 213, 255, 120, 136,
140, 21, 3, 169, 166, 141, 20, 3, 169, 128
12 DATA 141, 237, 2, 108, 20, 3, 72, 169, 64, 141, 179,
3, 104, 76, 23, 3, 169, 0, 160, 169
13 DATA 140, 239, 151:REM INFINITE TIME
14 DATA 140, 174, 180:REM INFINITE SMART
BOMBS
15 DATA 141, 254, 153:REM UPWARD MOVEMENT
16 DATA 141, 77, 134, 140, 76, 134:REM NEVER DIE
17 DATA 76, 191, 3, 99
```

If you have **got a reset switch, you can achieve the same affects and save yourself a lot of typing by resetting and entering . . .**

POKE 46254,165 (RETURN) **Infinite smart bombs**
POKE 39422,0 (RETURN) **Upward movement**
POKE 34380,169 (RETURN) **Kill sprite/sprite detection**
POKE 34381,0 (RETURN)

A nice 'n' nifty SYS 34050 (RETURN) **restarts.**

REVENGE OF DOH (Ocean)

Yahoo! John Yates **of** Buxton **in Derbyshire has sent in a marvellous secret cheat mode. All it entails is typing DEBBIE S (there's a space between E and S) into the highscore table instead of your own moniker and, lo and behold, the next time you play you'll have an infinite number of bats to juggle the balls with. Commiserations must go to good old** GAV, **whose lengthy cheat listing was rather out-done by this masterful little fiddle.**

HEROBOTIX (Rack-It)

Further to last month's REBB POKEs for this rather good maze game, Robert Troughton **brings you the codes for all the transporter units and they are . . .**

NEVETS	COMMOD
CANORB	ASIMOV
CRYSTA	GOLDEN
HOBBIT	ZOOLOK
CHMAIN	OXYGEN
NITRAM	GRAFIX
BENCRI	

SAMURAI WARRIOR (Firebird)

Some reset POKEs for this Sizzling sword-swinger of a game, from MK **of Lisburn in Northern Ireland. Load the game, reset and enter:**

POKE 15502,96 (RETURN)
POKE 15507,255 (RETURN)

For piles of cash and extra energy for everyone's favourite ninja bunny. Remember, this doesn't give infinite energy, just lots of it, so MK recommends you use all those Ryo to stock up on food at each village. Oh, by the way, use SYS 24576 (RETURN) **to start a fight.**

IKARI WARRIORS (Elite)

It's a pity the instructions with this terrific arcade conversion don't include an explanation of the effects of each of the weapon boxes. Enter, Matthew Ember **of Ruislip, Middlesex, who has done just that.**

GREEN BOXES: Act as a smart bomb
RED BOXES: Make the explosions from grenades and tank shells more devastating
PURPLE BOXES: Extra 50 bullets
WHITE BOXES: Extra 50 grenades
BLACK BOXES: Increases bullets and tank shell levels to 99 each, and replenishes the tank's fuel
YELLOW BOXES: Increases the range of bullets and tank shells
LIGHT BLUE BOXES: Tank shells and bullets pass through rocks and don't stop when they hit soldiers

Matthew also sent in the following helpful hints to save war from being quite so much hell . . .

Running up the screen Commando-style is for psychopaths only, because there are usually far too many men to cope with. Picking off each attack wave as it comes is the best tactic.

The easiest way to get an enemy soldier in range is to walk slightly to the left, allowing his shots to pass you on the right, and yours to hit him right between the eyes.

PAC-LAND (Quicksilva)

Once again, it's Mick Mills and Al **to the rescue with a listing which improves on last month's infinite lives hack by also giving invulnerability, flying boots, gigantic leaps, and the ability to kill the following ghost. Type this in, disregarding the lines containing the cheats you don't need, insert the cassette and type** RUN (RETURN).

```
1 FOR A=31725 TO 31730:READ B:POKE A,
B:T1=T1+B:NEXT
2 FOR A=272 TO 289:READ B:POKE A,
B:T1=T1+B:NEXT:A=316
3 READ B:POKE A,B:A=A+1:T2=T2+B:IF B<>3
GOTO 3
4 IF T1<>2159 OR T2<299 OR T2>3636 THEN
PRINT "DATA ERROR":END
5 POKE 157,128:SYS 280
10 DATA 169, 234, 141, 160, 2, 96
11 DATA 169, 1, 141, 80, 2, 76, 16, 2, 78, 41, 3, 32, 86,
245, 206, 80, 3, 96, 160, 0
12 DATA 169, 189, 141, 162, 9:REM INFINITE LIVES
13 DATA 169, 169, 141, 75, 10:REM KILL GHOST
14 DATA 140, 81, 21:REM BIG JUMPS
15 DATA 140, 74, 237:REM FLYING BOOTS
16 DATA 238, 172, 11, 206, 57, 138, 169, 128, 141, 12,
138:REM INVULNERABILITY
17 DATA 76, 60, 3
```

CYBERNOID (Hewson)

A certain MICK **of Sheffield and** Matthew Benney **of Swansea have discovered a very useful cheat mode in this tremendous shoot 'em up. All you have to do is select the Redefine Keys option on the title screen and then set the keys in the following order:** Y X E S **(what does that spell backwards). Unlimited Cybernoid ships are then yours for the taking and the destroying.**

THING BOUNCES BACK (Gremlin)

Here's a Robert Troughton **cheat which unfortunately I couldn't get to work, probably because the office copy of this game is a preproduction version. Enough feeble excuses. Apparently, all you have to do is enter YJOMH on the title screen to take play a rather less demanding game. Well, strike me bandy-legged.**

ZAGA MISSION (Anirog)

This pretty ancient game has been recently re-released on budget. If you've bought it and wouldn't mind some infinite helicopters (after all, it's a bit difficult, isn't it), try out this R Troughton listing. Just type it in and RUN it before pressing play on tape, and a million choppers will fly to your rescue . . .

```
120 DATA 238, 32, 208, 238, 32, 208, 169, 252
130 DATA 141, 111, 57, 96, 32, 86, 245, 169
140 DATA 16, 141, 105, 3, 169, 0, 141, 106
150 DATA 3, 169, 103, 141, 107, 3, 96
160 FOR L + 52736 TO 52766:READ A
170 POKE L,A:NEXT:POKE 157,128
180 SYS 52736
```

VENOM STRIKES BACK (Gremlin Graphics)

Gremlin's latest in the MASK series is by far the best, and it's made even better when you give it a good, hard POKEing. Just load the game, reset the computer and enter POKE 3439,165 (RETURN) **followed by** SYS 3100 (RETURN) **and unlimited Matt Trakkers are yours. Thanks to** Paul and Karl **of Sheffield.**

NORTHSTAR (Gremlin Graphics)

Registering high on the frustration scale is this Exolon**-style game from Gremlin. If you're finding it a bit on the hard side, and would like to make life easier for yourself, just load the game, reset the computer and enter** POKE 23515,173 (RETURN). **Once you've done that type** SYS 16384 (RETURN), **and the action restarts with an unlimited supply of spacemen.**

SABOTAGE (Zeppelin)

Everyone in the office found it too bleedin' 'ard to get anywhere in this blaster from the Geordie mob. Not so GAV, **who has sent in the passwords for all the levels from two to six, and they are . . .**

LEVEL 2: 2SKINHED
LEVEL 3: 3YOPPA!!
LEVEL 4: 4FAT!!!!
LEVEL 5: 5SLAPA!!
LEVEL 6: 6I(HEART)KETS!

To make the game even easier, **here's a** Robert Troughton **listing that gives invulnerability and automatic space-walk completion. Type it in, enter** RUN (RETURN) **and start the tape for these features at your fingertips.**

```
110 DATA 32, 44, 247, 32, 108, 245, 169, 97, 141, 208,
2, 169
120 DATA 1, 141, 209, 2, 86, 169, 110, 141, 121, 160,
169, 1
130 DATA 122, 160, 76, 0, 160, 169, 128, 141, 116,
143, 141
140 DATA 178, 54, 76, 0, 128
150 FOR L=336 TO 386:READ A:POKE L,A:NEXT
160 POKE 157,128:SYS 336
```

BLACK LAMP (Firebird)

Another Mick Mills and Al listing, this time giving infinite allsorts for Firebird's smart arcade adventure. Limitless lives, energy, shield, supershots, and 'Bounce Factor' are yours for the squandering when you type in and run this proggette. Again, you can delete lines 12 to 16 depending on your choice of cheats.

```
1 FOR A=51361 TO 51390:POKE A,
B:T1=T1+B:NEXT
2 READ B:POKE A,B:A=A+1: T2=T2+B:IF B<> 96
GOTO 2
3 IF T1<>2958 OR T2>2450 OR T2<96 THEN
PRINT "DATA ERROR":END
4 POKE 544,76:POKE 545,181:POKE 546,200
5 POKE 157,128:SYS 51361
10 DATA 32, 86, 245, 169, 96, 141, 196, 2, 32, 172, 2,
32, 213, 255
11 DATA 238, 89, 9, 76, 32, 8, 169, 200, 141, 53, 1, 76,
32, 1, 160, 0
12 DATA 169, 165, 141, 212, 19:REM INFINITE LIVES
13 DATA 140, 75, 39, 140, 211, 44:REM INFINITE
ENERGY
14 DATA 140, 204, 44:REM INFINITE ARMOUR
15 DATA 140, 32, 38:REM INFINITE SUPERSHOTS
16 DATA 140, 182, 79:REM INFINITE BOUNCE
17 DATA 96
```

IO (Firebird)

If the infinite lives POKEs for this tough space cookie weren't your cup o' tea, you might like to try these clever little alterations which come to you courtesy of Mick Mills and Al. **Load the game, reset the computer and enter:**

POKE 27018,169 (RETURN) **For invulnerability**

POKE 26088,219 (RETURN)
POKE 26089,97 (RETURN) **Press RUN/STOP to change levels**

POKE 26121,90 (RETURN)
POKE 26122,125 (RETURN)
Press 'Q' for extra orbs

POKE 26121,74 (RETURN)
POKE 26122,125 (RETURN)
Press 'Q' for smart bomb

Restart the action with a simple SYS 2512 (RETURN).

TRAZ (Cascade)

Biz **of CMC has a nice reset POKE for Cascade's new bat and ball game. Just load and reset the computer, so that you can enter** POKE 42200,173 (RETURN) **for infinite bats. Restart the action by typing** SYS 32768 (RETURN).

TANIUM (Players)

This Players toughie is made an awful lot easier when you give it a quick POKE. Just load the game, reset the Commodore and type POKE 52255,44 (RETURN) **for infinite lives. Restart by typing** SYS 16384 (RETURN).

And that's it from me. John McGhee **from Cambridge wins this month's £30 software voucher for his brilliant** Rollaround **map. If you're a keen gamer with some hints, tips or POKEs which you'd like to share with the rest of the world, send them in to** ZZAP! TIPS, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB. **If they're exceptional, a £30 software voucher could be forthcoming.**

We'll meet again some sunny day . . .


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CONTINUE PRACTICE? YES 0:13.4
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Spectrum + 3 Disk
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Ski Jumping – Daredevil bravery, nerves of steel and total control are compulsory in this thrilling and most dangerous sport where both distance and style count towards your score.
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Luge – Daring; a touch of winter madness! Lying prone, feet first on a sled technologically designed to assault time you'll use every muscle in your body to make the most of each straight and curve on a choice of courses.

ZZAP!

ENTER THE HARLEQUIN



The Harlequin dons his battle garb once more to wrestle with MUD and reflect on Mirrorsoft's Intrigue . . .



MUD

Virgin Games, £14.95 Disk only

Since its inception in 1980, MUD has developed into a cult far beyond original expectations. The Multi User Dungeon is available to Commodore 64/128 owners by logging onto Muse Ltd and is a challenging adventure in which users may interact with players who are simultaneously logged on.

Micro MUD attempts to emulate the gameplay of the original, but the data is stored on disk rather than accessed via modem. This limits the game – but to what extent?

Micro MUD is purported to contain nearly every detail of Essex University's MUD. The player is pitted against 100 others, 10 of whom may play at the same time. Vocabulary consists of approximately 500 words and there are 400 locations to explore. Anticipation mounted as the two disks slowly loaded . . .

The object of *Micro MUD* is to become a Wizard – achieved by scoring 102400 points. There are three ways to score; find treasures and drop them in the swamp, kill other players or perform minor tasks. There are two states of death: Dead Dead and Dead. If you are killed in a fight you will be the former and have to restart a game from scratch. However, if you undertake a particularly dangerous task without the proper equipment the latter is your fate and you have to start again, keeping your characteristics but losing your inventory.

Initial delight was instilled by my being allowed to alter screen colours, text window size, default commands and enter my individual persona. However, the smile soon faded as the first screen of text scrolled upward before I could read it and the game proceeded to play with itself. The booklet provided mentions a 'real-time' element but gives no hint as to the speed of other characters' actions. I found it difficult to go anywhere or do anything without being attacked by Gobo, Nigel the Necromancer and Uncle Tom Cobbly et al. It took great presence of mind to persist.

As soon as my next attempt began, I did what no Harlequin should do – I took to my heels, hoping to get to a location not so infested with inhabitants intent on my destruction. Moving west and south revealed a stick (wow) and brought me to a cemetery and eventually the grave-digger's cottage. After exploring for a while and discovering how inadequate the parser was – it does not understand 'EXAMINE' or 'LOOK AT' – I was informed that the game was about to reset for some reason. Deciding that I had had insufficient time to evolve a decent game-character, saving my position seemed pointless. I watched as it reset and sent me back to the start – although I did get to keep my hard earned strength, dexterity, stamina and score. On my third attempt I managed to get to the mountains before Jon the Necromancer magically summoned me to his presence and proceeded to deplete my stamina and strength with his sword – I was unarmed. Game four began . . .

I discovered a wood cutter's hut containing nothing but space on the wall for a moose head. Not finding this particularly helpful I left for the grave diggers' cottage again. This time I found something interesting: the book case in the study had been pushed aside to reveal a passage. Sticking my head inside confirmed that I would need a light of some kind to explore it safely. Remembering the stick, I dashed back to it's location, picked it up and took it to the fire roaring in the grate. The instructions clearly state that an item may be put inside an object, logically therefore, shoving the stick into the fire should get it to burn, thus providing light for the dark passage. Another of the game's limits made it's presence felt as the wooden stick refused to light or even be put in the fire. Just as I was contemplating moving on I was summoned again . . . this time by a Necromanceress who took great delight in trying to end my adventure with the sharp end of her sword. I, as yet still unarmed, eventually fled. 'Eventually' because the time between my input of 'FLEE EAST' and the action being carried out was around 30 seconds, during which time I watched the evil female kick the stuffing out of me. This game was quickly becoming embarrassing.

My next discovery was a tethered goat. I untied it and entered 'GET GOAT' to which I got the reply 'I TAKEN'. My inventory still showed nothing except that the game has a distinct lack of attention to detail.

The text descriptions are sparse, consisting mainly of possible exits. The object descriptions are minimal and character action and interaction is frustrating. One can spend minutes watching the screen scroll pages of text concerning who has just left the location, who has just arrived, who shouts what and who hits who.

Micro MUD is tedious, boring, frustrating, non-atmospheric and bestowed with an inadequate parser – an adventure to be avoided.

ATMOSPHERE	23%
INTERACTION	21%
CHALLENGE	35%
OVERALL	27%

INTRIGUE

Spectrum HoloByte/Mirrorsoft, £12.99 Disk only



I realise *Intrigue* has been on release for a couple of months and it's not really a true adventure; nonetheless I thought it worth a quick mention, especially as new products are decidedly lacking this month.

Your brother Joe is missing and has left you in charge of a chaotic detective agency located in Washington DC. You discover that he has recently been investigating a nefarious scheme to release a dangerous virus into the air of the nation's capital. The objective is to find your brother, deactivate the viral device and finger the villains.

The first section is an introduction that reveals essential information for first-time players. After the intro comes the anti-pirate device: you are asked to input the code to open Joe's safe, instructions for cracking it are printed in the booklet provided with the packaging. Once the safe is open you may input the number of players and level of play.

The screen layout is atmospherically monochromatic with options at the top of the screen when locations are displayed, and at the bottom if character interaction is taking place. The choice of action is selected using either a joystick or the cursor keys and confirmed via the carriage return. These controls may also be used to pan round your current location. Sound effects and music are present and add to the atmosphere.

So-called adventure games that use this type of select-an-option input are usually very bad – *The Archers* and *Adrian Mole* immediately spring to mind. However, *Intrigue* is different in that it's actually quite good. The plot is so complicated that the input system makes it work better than a text input system would – there's enough to do without having to worry about your typing and spelling prowess.

Deadlines were against me for reviewing *Intrigue* therefore game progress was minimal, however I enjoyed what I did see and another go is definitely on the cards.

ATMOSPHERE	77%
INTERACTION	82%
CHALLENGE	86%
OVERALL	83%

EXAMINE ALL

It's most refreshing to take a respite from killing, casting spells and general derring-do, to peruse all the letters you kindly send me. I couldn't cope without you . . .

Chris Fleming, one of our clever contacts, writes to thank me for re-inserting his name in the column and goes on to say:

'I've had phone calls from all over the world requesting help and advice on adventure games. The best response has been from the South Pacific and New Zealand. The feeling down here is that it's good to have someone in this part of the world that stumped adventurers can write to or ring for help without having to wait months for a reply from the UK. I've become close friends with some of my contacts and, when I was in Australia at the end of last year, I met and stayed with **Margot Stuckey** (another Clever Contact). She is a lovely lady and a top adventure player too.

Adam Ryoler of 26 Wembley Avenue, Cambridge Park NSW 2750, Australia is pleading for help with *Redhawk*, he cannot arrest Techno. Drop him a line if you can help.

It was nice to get a couple of letters from a place other than Australia . . . **Peter Harwood** of 8 Haggie Avenue, Holy Cross, Wallsend, Tyne and Wear, is having problems with *Rebel Planet* and *Rigel's Revenge*. He would like to know how to enter the Temple (you can't Peter) and how to safely travel the sewer systems in both games. Can anyone get him out of the sewer?

Is there someone out there who can help **Robert Owen** with *Se-Kah Of Assiah*. He is stuck after swimming the river and cannot enter the second castle. He finds if he searches the area he gets killed

Clever Contacts

Contact the clever . . .

Adventureland, Adventure Quest, Arrow of Death I, II, Ballyhoo, Blade of Blackpoole, Borrowed Time, Buckaroo Banzai, Castle of Terror, Circus, Colditz, Crystals of Carus, Cutthroats, Dallas Quest, Dungeon Adventure, Emerald Isle, Empire of Karn, Enchanter, Erik the Viking, Escape from Pulsar 7, Espionage Island, Eye of Bain, Feasibility Experiment, Forest at the Worlds End, Ghost Town, Golden Voyage, Gremlins, Gruds in Space, Hampstead, Heroes of Karn, Infidel, Invincible Island, Kayleth, Kentilla, Leather Goddesses, Lords of Time, Lucifer's Realm, Magicians Ball, Magic Stone, Mask of the Sun, Mindshadow, Mission Asteroid, Moonmist, Mordon's Quest, Mystery Funhouse, Mystery of Munroe Manor, Ninja, Perseus and Andromeda, Pharaohs Tomb, Pirate Adventure, Planetfall, Pyramid of Doom, Rebel Planet, Red Moon, Return to Eden, Ring of Power, Robin of Sherwood, Savage Island I, Secret Mission, Ship of Doom, Sorceror, Sorceror of Claymorgue Castle, Souls of Darkon, Spellbreaker, Spiderman, Strange Odyssey, Tass Times, Ten Little Indians, The Count, Golden Baton, Hobbit, The Institute, Jewels of Babylon, The Journey, Never Ending Story, Pawn, Time Machine, Wizard and Princess, Quest of Merravid, Tower of Despair, Tracer Sanction, Twin Kingdom Valley, Ultima I, III & IV, Urban Upstart, Ulysses and the Golden Fleece, Valkyrie 17, Velnors Lair, Voodoo Castle, Warlords, Waxworks, Winter Wonderland, Wishbringer, Witches Cauldron, Wizard Akyrz, Wrath of Magra, Zork I, II & III, Zzzz . . .
Bob Shepherd, 106, Highfield Street, Coalville, Leicestershire

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69
Tel: 041 771 7729

Mordons Quest, Spiderman, Hacker
Nigel 'Nemesis' Richardson Tel: 01 360 8325

Zork I, II & III, Adventureland, Dangermouse in BFC, Earthbound, The Helm, Marie Celeste, Temple of Terror, Valkyrie 17, Temple of Vran, Mask of the Sun, Lords of Time, Dallas Quest, Infidel, Mystery Munroe Manor, Gremlins, Supergran, Planetfall, Ulysses, Blade of Blackpoole, Seastalker, Hitchhiker's Guide, Ultima III, Search for King Solomons Mines, Skull Island, Murder on the Waterfront, Suspended, Cutthroats, Sorcerer, Enchanter, Ninja, Stranded, Hulk, Mindshadow, Lord of the Rings, Starcross, SubSunk, Worm in Paradise, Hampstead, Classic Adventure, Colossal Cave, Terrormolinos, Robin of Sherwood, Sherlock, Claymorgue Castle, Emerald Isle, Wizard of Akyrz, Return to Eden, Red Moon, Never-ending Story, Escape From Pulsar 7, Perseus and Andromeda, Golden Baton, Bored of the Rings, Empire of Karn, Ket 3, Feasibility Experiment, Lucifer's Realm, Pilgrim, Secret Mission, Treasure Island, Wishbringer, Circus, Arrow of Death 1 & 2, Ten Little Indians, Ring of Power, Quest for Holy Grail, Kentilla
Margot Stuckey, 14 Marampo St, Marayong, NSW 2148, Australia

Hulk, Spiderman, Voodoo Castle, Hobbit, Pirate Adventure, Merry Christmas, Robin of Sherwood, Price of Magik, Lord of the Rings
Nigel Leather, 45 Moreton Street, Winnington, Northwich, Cheshire CW8 4DH Tel: 0606 781028

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only)
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death
David Lemon, 14 Norton Place, Dunfermline, FIfe KY11 4RH Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN

Adventureland, SubSunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, All early Infocom titles, Jinxter, Guild Of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Tracer Sanction, Wishbringer, Trinity, The Pawn
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, N Zealand Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Sala bim, Island Adventure, Castle Dracula
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle,

by a dwarf. Robert may be contacted at 35 Elcot Avenue, Peckham, London, SE15 1QB

David Andreasen is having loads of problems with a game that I do not consider an adventure: *Alternate Reality, The Dungeon*. However, I am feeling incredibly generous and will print his address so that anyone who feels they can offer help with this RPG can drop him a line.

David Andreasen, Bentzonsvej 23,5, 2000 Copenhagen,F, Denmark.

Thanks to all who have taken an interest and written in, keep 'em coming.

DRACULA

CRL

Once in possession of the broken bottle, leave the dining room by travelling west, south and west again, back to your room. Press 'R' four or five times to allow the game to play through (an annoying trait of Mr Pike's adventures) then, making sure you have hold of the glass shard, go east twice and cut the curtain cord. Go back to your room and get the cross, pick up the cord, go north twice, drop the cord and wave the cross to repel the girlie vampires. It's now time to tackle the maze – without being eaten alive by the rats. From your bedroom go east, south, west, west and south to a location in the maze where you find a lamp. Pick it up and go east, north, west and north to outside your room, then head west, north and north to the wardrobe, get the cord. Now the

SERIALISED SOLUTION NUMBER TWO (PART THREE)

exciting bit . . . Go south and down the steps to the secret room. Tie the cord to the window and drop the lamp. Remove the cross from around your neck in anticipation and wait until you see Dracula leave his room . . . via the window! Now climb down the cord into his quarters, lift the carpet to reveal the trap door and go down. You find a box – open it, drop the cross inside it and run south, south and south into part three, next month . . .

VALE OF HOPE

Rather than list a clue or two for a number of adventures, I thought this month I'd concentrate on giving you the complete solutions to two games that may well still be proving tough to finish.

THE NEVERENDING STORY (Ocean)

Part One
NE E GET AURYN SW S GET HORN BLOW HORN GET FALKOR W SE FLY SOUTH E S E S S WAIT UNTIL EYES BLINK S
Part Two:
E N W N E S E GET GLOW W N N REMOVE PLANKS D SE W TIE ROPE E E E N GET KEY W W W D GET POUCH DROP POUCH GET COIN UNLOCK CELL W W DROP COIN W GET KEY E E E D U E NW U S S S E GET AURYN GET FALKOR
Part Three:
UNLOCK DOOR CLIMB THE STAIRS IN THE TOWER FIND THE THIRD CORRIDOR (NOT THE PANELLED OR GLASS ONE) IGNORE THE STAIRS E E U SAY 'PLEASE' E

MINDSHADOW (Activision)

Part One:
N E E TAKE VINE W W S E TIE VINE TO ROCK CLIMB VINE W DIG TAKE MAP TAKE ROCK E U W N ENTER HUT TAKE STRAW S E TAKE STEEL W N N E N E E S S E EXAMINE TRUNK TAKE RUM W N N W W S W S S S TAKE SHELL EXAMINE OCEAN BANG ROCK ON STEEL GIVE RUM
Part Two:
N W S FIGHT MAN S TAKE MEAT N N E S S S S CUT CHAIN WITH MEAT W N N TAKE CANVAS S S E N N E CLIMB BOAT
Part Three:
E E E S SEARCH MAN TAKE HAT N W W S GIVE POUNDS TAKE POLE N W TAKE DEBRIS READ NEWS E N GIVE POUNDS S E N N E SAY 'CHANDRALT' GIVE POUNDS TAKE TICKET W S S W N N GO PLANE
Part Four:
BOOTH 11 IN THE INN GO ROOM DUCK WHEN YOU HEAR A NOISE FOLLOW MAP AND DIG SAY CODE AT BANK TAKE PISTOL AND RETURN BOX SHOOT SLEEPING MAN THINK ABOUT ALL THE CHARACTERS YOU MEET AND WHAT THEY TELL YOU

The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never ending story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The fourth protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Koboyashu Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorceror of Claymorgue Castle, The Quest For The Holy Grail
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP

Amazon, Borrowed Time, Castle of Terror, Castle Adventure, Computer Adventure, Dracula part 1, Grand Larceny, Haunted House, Himalayan Adventure, Labyrinth, Mad Mummy, Mindshadow, Murder on the Waterfront, Never ending story, Ninja, Raka-tua Volcano, Scroll of Akhbar, Seabase Delta, Silver Mountain, Subsunk, The Boggit, The Dallas quest, The Hobbit, Ultima IV, Voodoo Castle, Zork I, Zork II, Zork III, Zzzz
Mario Moeller, 38 Greenvale Drive, Greenvale, 3047, Vic Australia

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ

Castle of Terror, The Hobbit, The Hulk, Mindshadow, Holy Grail, Redhawk, Snowball, Subsunk, Twin Kingdom Valley, Voodoo Castle
Jeff Gillan, 50 Tynedale Crescent, Penshaw, Houghton–Le–Spring, Tyne and Wear, DH4 7RP

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA

Never Ending Story, Zzzz, Quest for Holy Grail
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ

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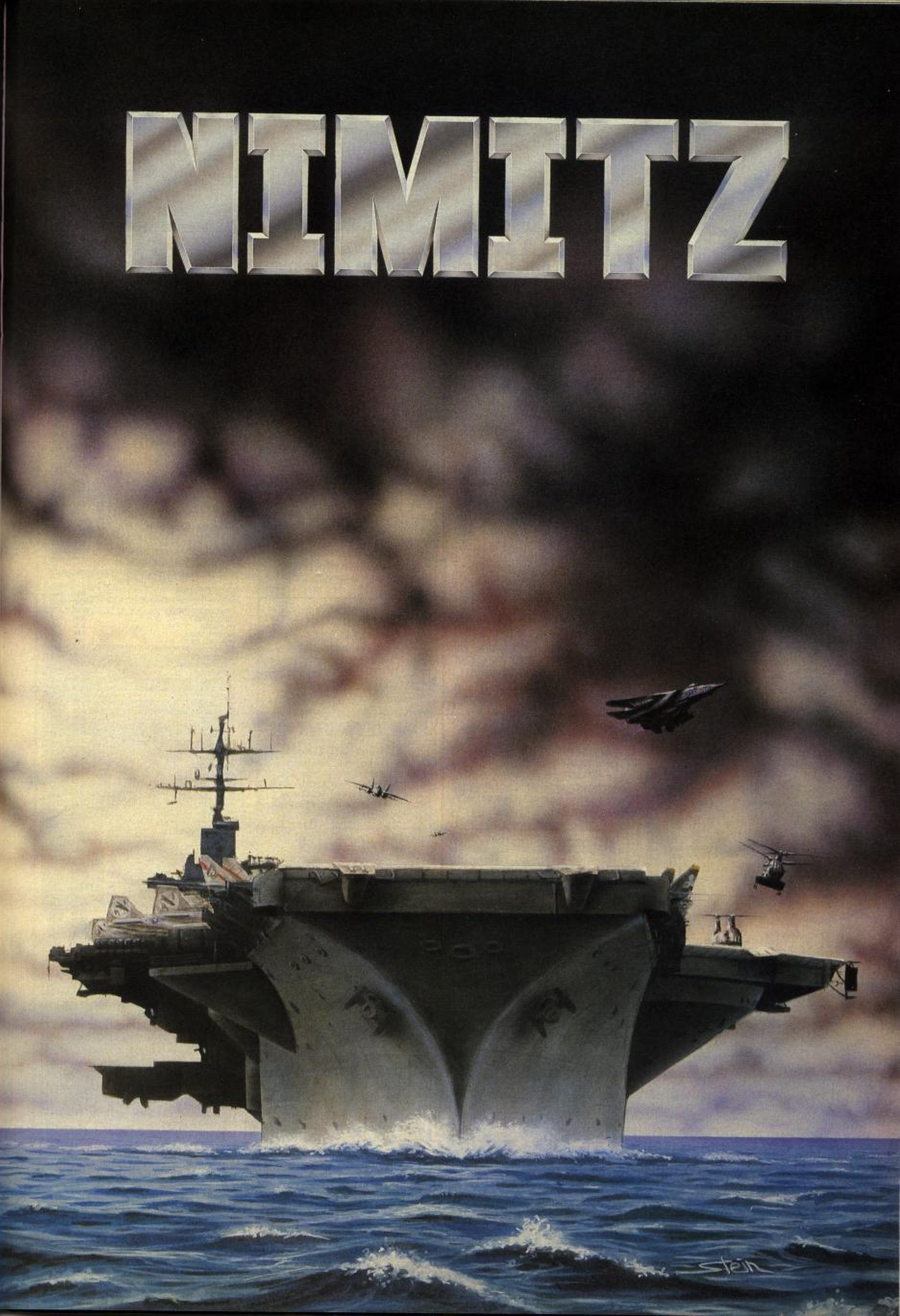
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Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Deja Vu, Shadowgate
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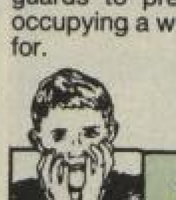
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ZZAP!'s monthly round-up of budget software

FIFTH QUADRANT
Ricochet, £1.99, joystick or keys

The Terraformers, disgruntled at being disbanded because of the huge expense their work entailed, have left behind the Beta-Auri system. This is a hostile series of 15 spinning disc-pair planets, occupied by an elaborate system of alien guards to prevent anyone from occupying a world they didn't pay for.

The player's part in all this is to pilot a craft *Defender*-style, between the discs of each world and use a radar scanner and a laser to blast away the defending aliens so that the planet can be made habitable once more. Being hit by the aliens reduces the player's shield level which is shown on screen as a diminishing bar.



Obviously quite a bit of thought went into Fifth Quadrant**'s game design, and there would appear to be much for the player to do, but I'm afraid my lasting impression is that its complexity seriously limits gameplay. I was looking forward to deciphering the Zimen language and reprogramming the computer, but the instructions give no clues as to how this should be done, so in the end logging onto one of the wall terminals just results in confusion and lost time. In the end the action proves too frustrating to be worth persevering with.**





Though by no means brilliant, Fifth Quadrant **offers enough depth to warrant attention. Graphically it's only mediocre, being a mixture of drab, sparse backdrops and dull sprites; aurally it combines a reasonable title tune with some fairly atmospheric in-game effects. However, the choice of four droids – each with a noticeably individual character – the large number of rooms (a map is essential because there's so little difference in the backdrops) and a couple of intriguing puzzles save it from being terrible.**

PRESENTATION 29%
Only a highscore table and joystick/keyboard option. Poor instructions.

GRAPHICS 45%
Garishly coloured and badly drawn sprites and backgrounds.

SOUND 55%
Passable title tune and effects.

HOOKABILITY 34%
The promise of varied gameplay lures the player into the game.

LASTABILITY 30%
Unless you can decipher the Zimen code each game is uncompromisingly short.

OVERALL 32%
Inadequately explained gameplay mars an interesting concept.

TANGENT
The Micro Selection, £ 2.99 cass, joystick only

The four robot crew of space survey craft *Orion* have woken from hyper-sleep only to find their ship has been invaded by a race of mechanical aliens called Zimen. The Zimen have confined each robot to a separate compartments and reprogrammed many of the ship's systems for their own nefarious purposes.

The player's part in all this is to take control of each robot, guiding each through the maze of three-quarter view cabins, to the bridge. Here, they can log on to the main computer, thus regaining control of the ship and winning the game. When he isn't blasting the Zimen, the player can try to decipher the code that they have used to reprogram the computer, and so use the ship's different recharging facilities to their own advantage.



Tangent's pretty Lizard title screen, neat Demon soundtrack and very smart Hugh Binns in-game graphics are most engaging, and I was sure I had loaded a game worth playing. After a while, though, I was left incredulous as I realised that backing up all these aesthetic features is a very simple game indeed. It's as if all the Compunet personages involved have contributed their exemplary talents without actually having a well-considered gameplan to work with. As a result, gameplay is incredibly simple and varies so little that what we're left with is very much a mindless shoot 'em up. Not too bad at this price, I suppose, but it could have been so much better with a bit more thought.



With a few extra features this could have been a great game: a two-player option, more impressive in-game effects and more to do than just blasting would have improved it. As it stands it's not half bad: the parallax scrolling is very neat – some levels (such as the third) being outstanding – and the action gets fast and furious on later levels. On the negative side, the alien patterns are unimaginative and the in-game sound doesn't create any kind of atmosphere; it's very much like a second-rate *Dropzone*, without any of the thrills. Take a look if you want a slice of simple shoot 'em up action.

PRESENTATION 54%
Very nice title screen but not much in the way of in-game options.

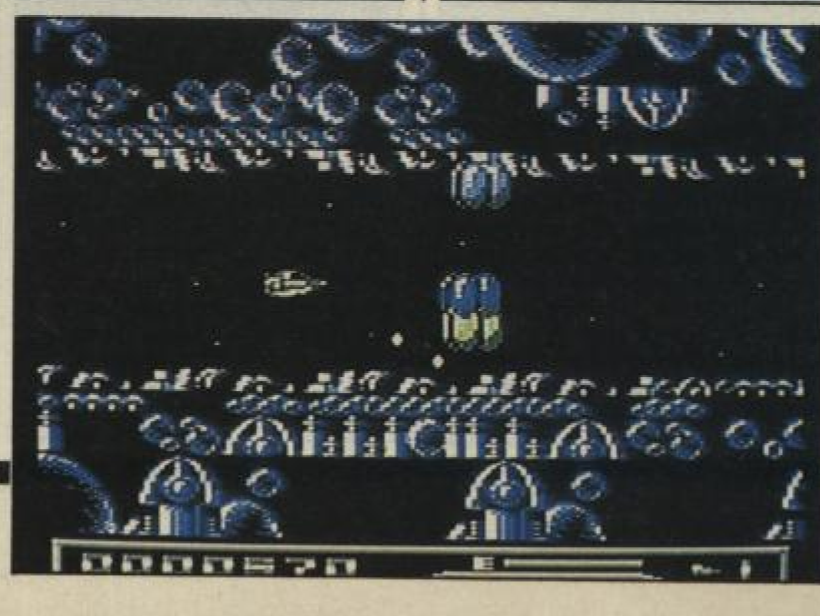
GRAPHICS 74%
Pretty parallax scrolling routine matched by well-drawn sprites.

SOUND 71%
Good *Demon* title tune and neat spot FX.

HOOKABILITY 64%
Uncomplicated action is only mildly stimulating.

LASTABILITY 60%
Fifteen levels, but the action doesn't vary much.

OVERALL 61%
A neatly-presented, but over-simplified shoot 'em up.



THRUST II

Firebird, £1.99 cass, joystick or keys

In the evil empire of the Cories, all form of music is despised. Being a music lover, the player decides to invade their solar system and create harmony where discord now reigns.

The objective is achieved by collecting musical components, stored in protective orbs deep within the three home planets of Stick, Aching and Walkman. By towing the orbs to the surface and depositing them in the designated area, a machine is gradually constructed which, when complete, proves fatal to the Cories.

Control of the craft is achieved with joystick or keys. Contact with the eight-way scrolling landscape or aliens isn't fatal, but it loses one or more shields depending on the force of the collision. Should all 199 shields be lost, the game ends.



As a hardened *Thrust* veteran, I was interested to see how its sequel would turn out, and I'm sad to say that what Firebird have produced is something of a disappointment. The original game's strength lay in its overall simplicity and its tortuous test of reactions against realistic physical forces – both desirable qualities which have been kept to a lesser extent in *Thrust II*. The more solid graphics are one improvement the game has over its predecessor, and the title sequence is very pretty, but I'd have my doubts whether the game has the lasting appeal of the original budget classic.



The name's the same, but the gameplay fails to impress . . .



The title screen makes you think you're in for something special; unfortunately the gameplay fails to meet the promise. The graphics vary from gaudy jerkily scrolling backdrops to some well animated and conceived sprites; the sound, however, is well above average, a Heavy Metal soundtrack playing throughout. Unfortunately, the gameplay is very disappointing: the appeal has been lost because of the tweaked (and thus ruined) inertial control method and the ability to hit landscapes without being immediately killed: there's greater freedom of movement, but not as much fun or skill involved. *Thrust II* is quite good, but not half as good as the original.

PRESENTATION 63%
Gorgeous title screen and clear screen display marred by inadequate instructions.

GRAPHICS 67%
Vary from gaudily coloured backdrops to some neatly animated sprites; generally good.

SOUND 75%
A lengthy Heavy Metal soundtrack plays throughout.

HOOKABILITY 67%
The repetitive gameplay is only rescued by the depth and mild appeal of the task confronted.

LASTABILITY 43%
The thin scenario and lack of real action soon repel lasting interest.

OVERALL 59%
A reasonable and occasionally flawed game, but a very poor sequel.

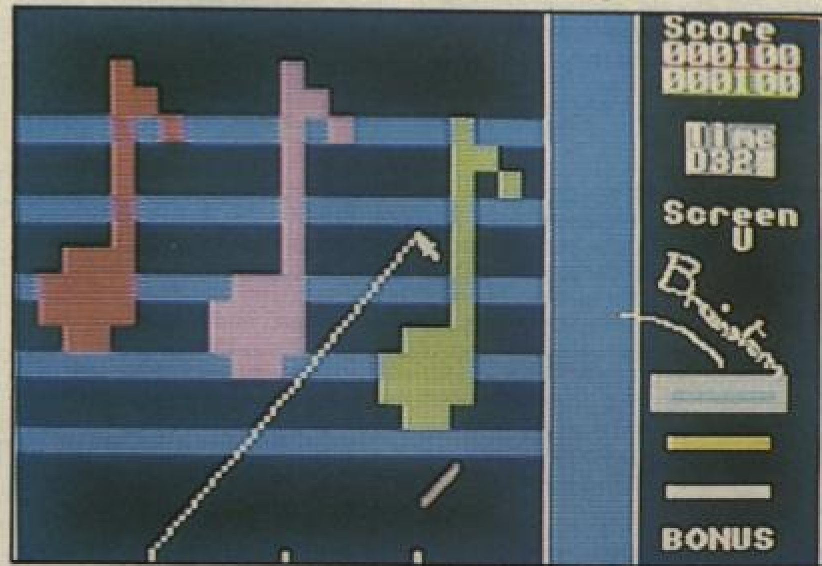
BRAINSTORM

Firebird, £1.99 cass, joystick or keys

The objective is to trap one or two moving balls on the red part of a coloured grid with a combination of three coloured lines.

The game consists of 26 single screens and five colours: black and blue have no effect on the ball(s), red increases the score, magenta decreases it and green warps the ball randomly to another part of the grid. From the title screen the player starts on any five of the screens and has the option of three skill levels: these allow two or three lines to capture one ball or three to trap two balls.

The screen displays the playing area and an information panel, which details the current screen, scores, timer (counting down from 400), line colour and bonus switch (which doubles the scoring rate). To progress to the next screen the player's present finishing score must be greater than the finishing score on the previous screen, otherwise the game ends.



If you think this is simple, you just try it!



Like Zolyx, the concept is both very simple and fiendishly addictive: trapping a bouncing ball with three lines sounds easy, but it becomes incredibly hard on later screens. The graphics and sound are only functional: what exists is just game – and it's amazing! The whole program is designed to create a state of maximum panic at the worst moments: the slowness of drawing lines, the timer and the warp blocks make a brilliant combination. It's a superb budget puzzle game: buy it today!



Good puzzle games aren't scarce on the Commodore, but now they're in an even greater abundance. What makes this rank alongside the likes of Zenji and Zolyx are its incredible simplicity and the perfect blend of demands it makes on reflexes, co-ordination and brainwork. The delay before a line catches up with the pointer means the player has to be constantly thinking ahead, and very carefully he has to think too! There's nothing more maddening than constructing a trap for the ball then running out of line so that it escapes through the tiniest of gaps. Brainstorm is 26 screens of threats to your sanity – you'd have to be already crazy to miss out on it.

PRESENTATION 89%
Three difficulty levels, highscore table, and the option to begin on any five of the 26 screens.

GRAPHICS 38%
Simple, blocky and colourful.

SOUND 23%
No title music and basic in-game bashing sounds.

HOOKABILITY 90%
Its infuriating simplicity makes it easy to pick up and impossible to put down.

LASTABILITY 92%
Three difficulty levels and 26 screens guarantee further plays.

OVERALL 94%
An immediately compelling and fiendishly addictive addition to the puzzle genre.

STORM BRINGER

MAD, £2.99 cass, joystick or keys

After his space escapades in *Knight Tyme* (a game never seen on the 64), Magic Knight has returned to his own time only to find that his time machine has split him into two knights, one good, the other evil. This 'Off White Knight' is also called 'Storm Bringer' because of his powerful pet thunder cloud with which he plans to destroy Magic Knight.

To rectify the situation by somehow merging with the Off White Knight. This he does making the most of what he can find about him, and interacting with seven other characters who are in the environs to aid or obstruct his progress. A cursor-driven list of options pertinent to Magic Knight's current circumstances is available via a system of windows and subwindows, allowing him to pick up, drop,give, take, wear and examine objects. Other special commands, say for casting spells, become available as certain objects are collected

▶ Ever get that feeling of deja vu?





This offers similar stuff to its predecessor Spellbound **– a basic graphic style, some neat touches (try putting on the Walkman), and a cute main character – unfortunately, it's all too familiar. The Windovision system is (was) innovative, but commands are sometimes clumsy, requiring three sub-menus to perform an action: when you've played the game for a while this gets tedious. If you like your adventure and arcade action combined, this should appeal; if you have the original and weren't too keen, forget it.**



Arcade adventures don't come much more adventurish than this, which may be just as well. The Windovision system, though comprehensive, is intrusive, and it's not unusual to have to go through three or four menus to perform the correct action. I would have felt happier with a single key command selection – P for Pick up, G for Give, and so on. I found the puzzles just as obscure as those in previous Magic Knight games, so I suppose Stormbringer **would be a worthy purchase if you enjoyed solving** Spellbound **and want more of the same. Even if you're new to the series there's enough head-scratching for your three pounds.**

PRESENTATION 67%
The selection system, though comprehensive is very convoluted in practice.

GRAPHICS 68%
Cartoonesque characters vary in quality, but backdrops are usually good enough

SOUND 80%
Good electro-bop soundtrack

HOOKABILITY 62%
Moderate adventuring urges hampered by long-winded command selection system.

LASTABILITY 72%
Copious puzzles to solve if you can get along with the menu system

OVERALL 70%
Not the most outstanding part of the Magic Knight saga, but should nonetheless appeal to fans of the series.

PRO GOLF

Atlantis, £2.99 cass, keys only

Atlantis' *Pro Golf* affords its player the opportunity of swinging clubs around Sunningdale or Pebble Beach.

The courses are displayed in the top two-thirds of the screen and are viewed from overhead, showing bunkers, trees, rough and the fairway; the player's position is indicated by a flashing point. Information is revealed on-screen about the hole, the club selected, shot direction, and the wind and ground conditions, altered according to skill.

A course is practised or a championship played by one to four players. Normal golf rules apply: shots are played by selecting the type of club, strength of shot and its direction, and then by timing the stroke with the space bar.



Why produce yet another golfing simulation when so many better ones are currently available? For just another couple of pounds you can buy four of Leaderboard**'s Famous Courses (twice as many as this) and have a more enjoyable, lasting package. The first person perspective view is more appealing than the overhead viewpoint's distance from the action, and the lengthy shot selection method is too tiresome to hold much interest for long. The graphics are merely functional and the sound does nothing but annoy as it squeals and whines in the background. You can change all the game's parameters, but it really isn't worth it when the action is as dull as this.**

▶ The action in Atlantis' *Pro Golf* is as exciting as it looks





In most sports games you play either through a participant's or a spectator's point of view, so why give a satellite view of a golf course in a golf game? It just doesn't give any real feeling of being there. And when was the last time you saw Sevvy Ballesteros get his protractor and calculator out on the fairway? He would certainly need it for this, to cope with the percentage differences due to wind, directional allowance and percentage random variations. If you're desperate for a golf game, get one of the Leaderboard **series, all of which are far more enjoyable than this.**

PRESENTATION 59%
The ability to alter most of the game's parameters doesn't improve the boredom of playing a shot.

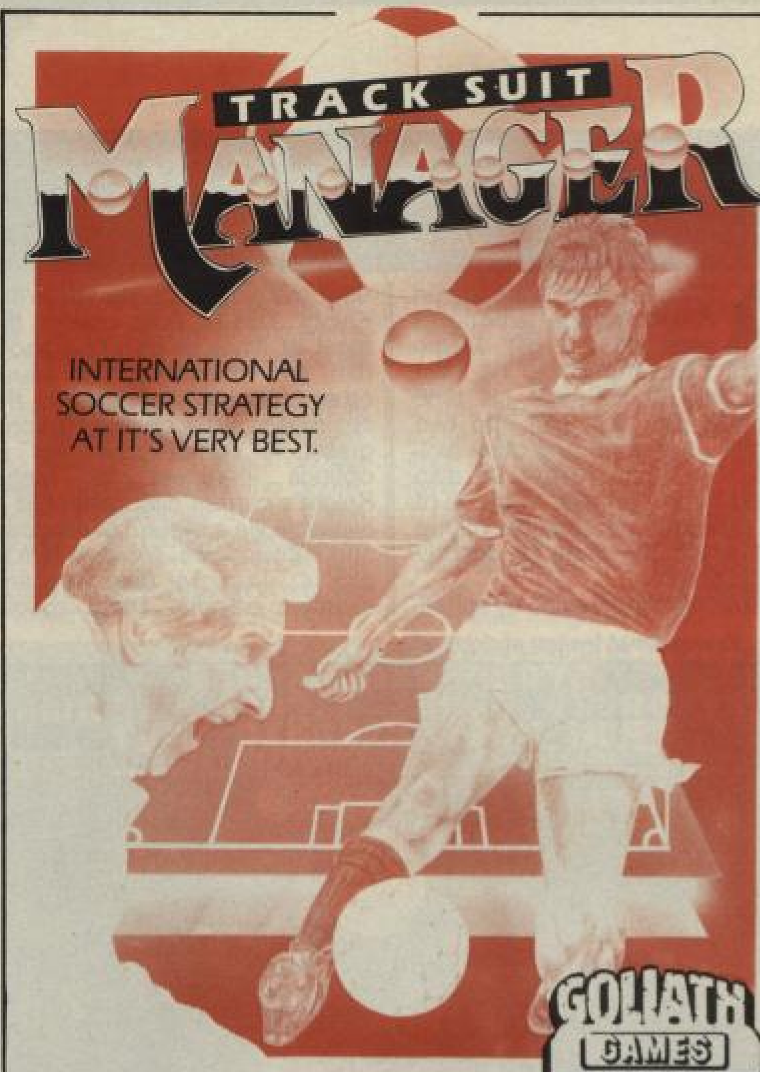
GRAPHICS 25%
Gaudy and indistinct backdrops and sprites, with little variety in either.

SOUND 7%
Some screeches complemented by whining sound effects.

HOOKABILITY 35%
The awkward control method only aggravates the tedium of the gameplay.

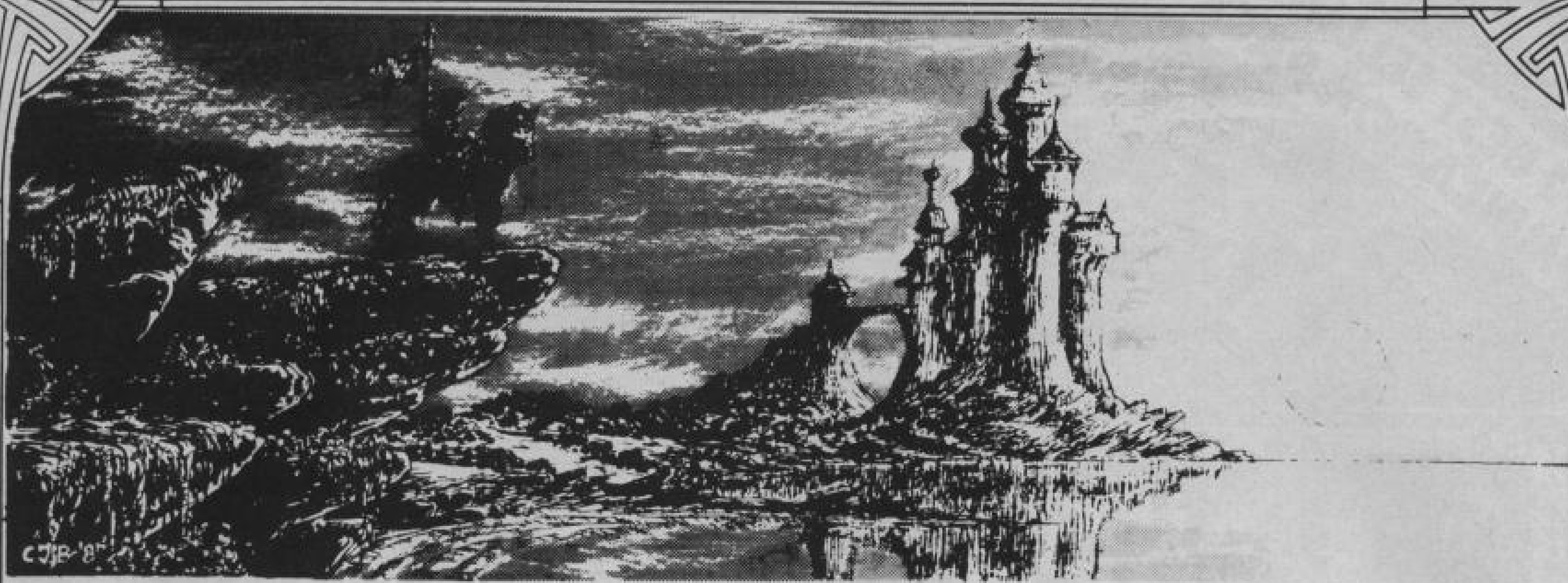
LASTABILITY 20%
If you've got any of the *Leaderboard* series, you won't want to play this too much.

OVERALL 24%
An overpriced and uninteresting budget golf simulation.



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DELUXE MONOPOLY

Leisure Genius/Virgin, cass, disk, joystick or keys

Those who like wheeling and dealing should take to Virgin's conversion of *Deluxe Monopoly*. All the boardgame's features are included and its rules are exactly the same: one to six players engage in a battle of property buying and speculation in an attempt to become the richest person around.

Upon loading, the game permits any combination of human or computer players (with appropriate names and tokens) and provides a short game option. Choosing the short game allows the player to set a time limit on the speculating (in hours and minutes); again, the richest person at the end of this limit wins.

The screen is divided into three areas: running along the top is an options strip, the central section contains the board and the bottom section shows the game status in more detail.

Ten functions are accessed from the options strip with joystick or keys. From here the player quits or saves a game, toggles between displaying or hiding individual players' financial status, mortgages a property, views the property owners and rent values, buys and sells houses, trades with an opponent or throws the dice. Additionally, a fastmove option is available which speeds up movement from one location to another.

The central section displays the board in 3D, the player tokens, current player and value of the dice thrown; if the short game is chosen, the time remaining is also displayed. The computer controls most functions: throwing random numbers, acting as banker (extracting fines and paying bonuses) and actually moving the pieces.

The bottom section details the functions selected in the options strip. Normally it displays the four squares nearest to the player, the one currently occupied being highlighted on the left. If the player lands on any square other than a property plot, a message is displayed in the highlighted square; if he lands on a property square, the player is asked if he wants to buy it. If not, the property goes at auction to the highest bidder.

Houses are only placed on a property when a full set of plots are acquired. Buying property involves moving a cursor to the desired plot and placing each house individually. Trading properties adopts a similar selection method, but also includes cash transactions.



▶ Cameron's ship is sailing into a prosperous horizon

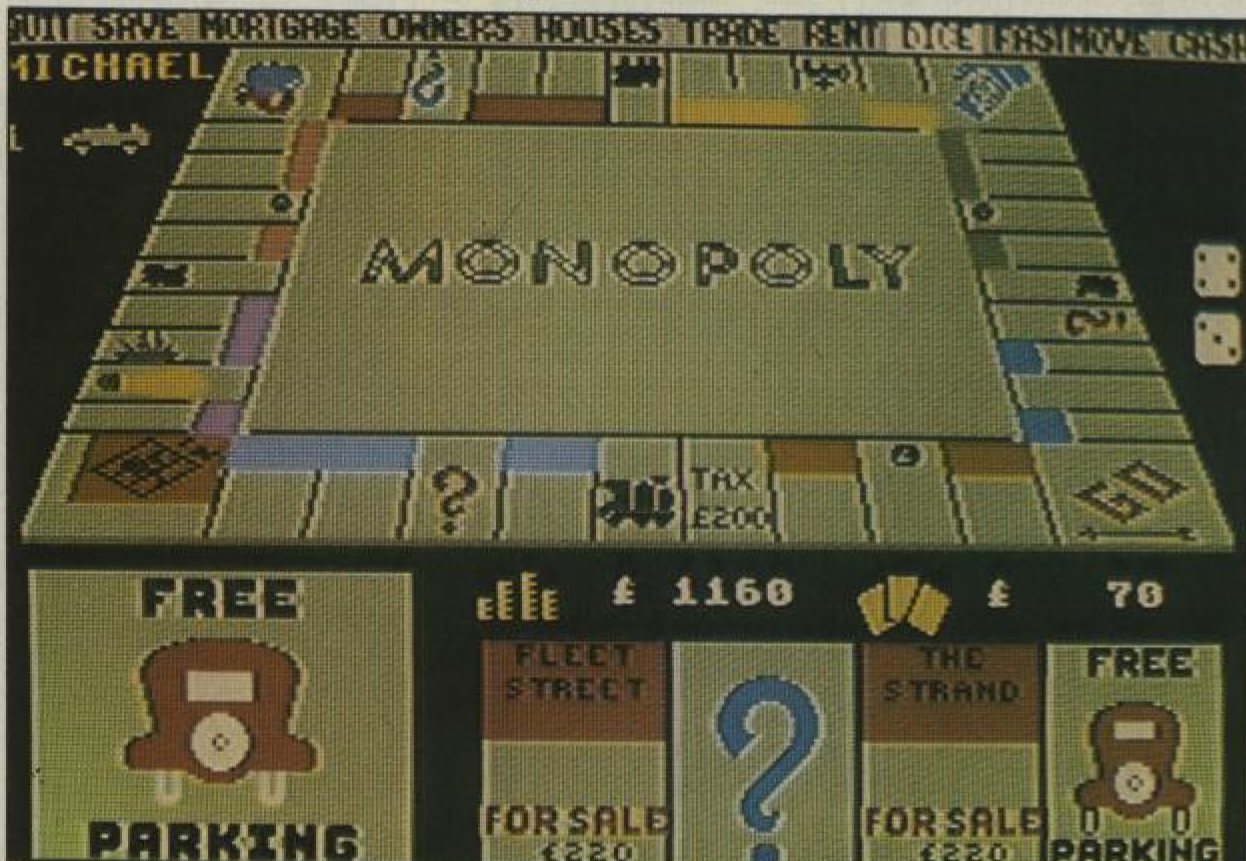


As boardgame conversions go, this is a good attempt. Little touches such as appealing spot effects when passing GO, landing on free parking or going to jail all add to the enjoyment, and the short game option is a brilliant idea carried over from the original conversion. Unfortunately this is balanced against some clumsy selection methods: for example, if you want to put six houses on a set, you have to place them individually on each plot of land (as with the first Monopoly **this soon becomes annoying). If there had been a few more cute touches and the game as a whole had been slightly more user-friendly it would have been excellent, because it *is* the boardgame in all its aspects. As it stands it's colourful and playable, but whether or not you like the original will determine whether you like this.**



Although I'd rather play Monopoly **with friends rather than on a computer, I have to admit that I was pleasantly surprised at how well put together this version of the game is. The screen layout is tidy and all aspects of the original's gameplay is neatly presented with easily accessible menus. The computer is quick to exploit any errors on the player's part and I found it played a pretty merciless game. Sometimes play can be a little too sluggish when you're in a hurry to get on, but at least this never becomes too unbearable, unlike the little jingles and sonic sequences which accompany passing GO, going to jail and so on. Fans of the board game who are sick of playing against people who hide money in their socks shouldn't be disappointed, but at the price, it's doubtful whether anyone else would find it quite so appealing.**

▶ Well – it's Monopoly – what more can you say?



PRESENTATION 80%
Excellent instructions, helpful menu system and rapid gameplay only marred by the clumsy trading and house building options.

GRAPHICS 66%
Somewhat lacking in detail, but generally good.

SOUND 59%
A reasonable title track and a few appealing spot effects.

HOOKABILITY 75%
It *is* Monopoly in all its aspects: if you like that, you'll warm to this.

LASTABILITY 68%
The multiple player mode may not provide lasting interest, but the short game option should.

OVERALL 73%
Should appeal to fans of the game.

KARNOV

Electric Dreams, £9.99 cass, £14.99 disk, joystick with keys

After a lifetime of travelling, the circus strongman, Jinborov Karnovski, has returned to his home village of Creamina, secret resting place of the Treasure of Babylon. His dreams of a quiet retirement are shattered by the arrival of Ryu, an evil Wizard, who steals the treasure and populates the village with his eldritch minions.

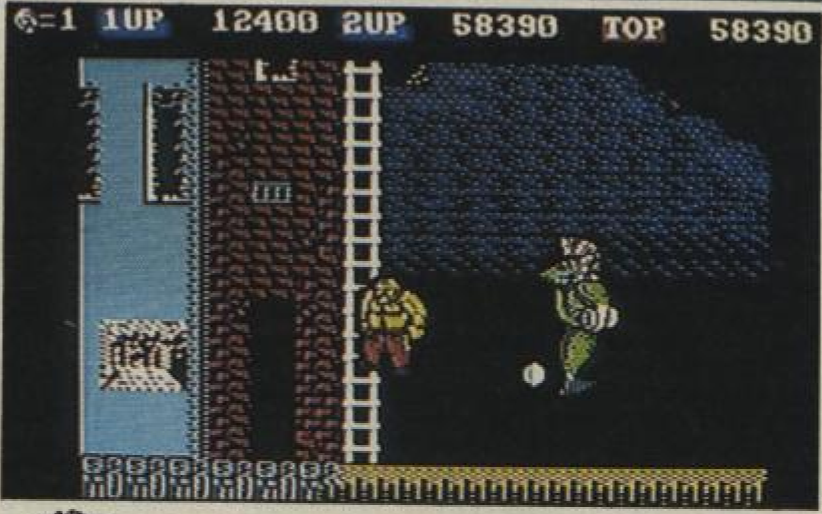
Enter Karnov, stage left. With the ability to breathe fire he's the only one able to save the world from enslavement; but first he requires nine pieces of a lost map to guide him to the goal. These are gathered automatically on completion of each multiloaded level; when the map is pieced together the dark wizard himself is defeated for victory.

The landscapes are composed of rocky outcrops, tunnels and buildings, each level containing different routes to its end. These are guarded by a variety of monsters, ranging from scimitar-wielding foot soldiers to fire-spitting columns, all of which are despatched with sufficient firepower.

Items collected endow the strongman with special abilities, some only accessible with the aid of a ladder. Single letter 'K's are found dotted around the landscape, 50 of which reward the player with an extra life to add to the initial five. Apples give the player extra firepower, endowing him with multiple bullet sprays.

The remaining nine objects are icons which are collected for use later in the game: they appear in windows at the bottom of the screen, the currently active icon highlighted. Boots double Karnov's jumping power and help him run faster; bombs are used against monsters and obstacles, but blow the strongman up if he stands too close. Ladders are useful for accessing obstacles normally out of reach or for scaling precipitous landscapes; boomerangs act as a re-usable super-weapon and flames give Karnov superior firepower for a limited time.

The last four icons are made available only at the appropriate time: wings endow Karnov with flying abilities, a swimming helmet allows him to swim faster, the mask of perception renders previously invisible icons visible and a trolley is used for downhill travel, killing all monsters in its path.





The only things saving this from a total slamming are its gameplay elements: the wide range of weapons available and enemies to bash coupled with the ability to take different routes through the landscapes. The rest is utterly dire. Presentation is poor: no title screen, long delays between deaths and an awkward control method, with the multiload just rubbing salt in the wound. If you thought that was bad, wait until you see the graphics in motion – the scrolling is limited, sluggardly and jerky, and the collision detection is appalling. More positively, you can shoot characters not yet on screen, at least providing some buffer against the unfair and unlucky odds weighted against you. If this had some appreciable sound and had been as graphically appealing as Ghosts 'n' Goblins**, it would be brilliant. It's not.**



It's a thankfully rare occurrence to see a program ineptly executed on a machine it's well suited to. Note the launch date of Karnov **in your diary then, because this is one such game. Considering the ease with which a programmer can achieve smooth scrolling on the Commodore, it's criminal that the people responsible for this release felt it good enough to let the sprites and scenery shudder about like a heart disease sufferer who's had a joy buzzer fitted instead of a pacemaker. Collision detection is hopelessly inaccurate, death being prompted by any hostile within a character square of the bouncy Cossack, and the decision to use high-res single colour mode is highly dubious because colours end up clashing left, right and centre. In fact, this, and the reduced screen format make it looks suspiciously like the Spectrum version has been transferred directly across via some kind of interpreter program, which is slowing the game down to concussed tortoise speed. There was a good game in there somewhere but it's been drugged into a shambling stupor by inept execution.**



I had the shock of my life when this loaded – a 32-column Spectrum screen, complete with garish colours and horrible attributes glared at me. When I started played I had an even bigger shock – Electric Dreams have ported across the Spectrum version of Karnov **lock, stock and barrel. The game plays at a stupidly slow pace, and Karnov is incredibly sluggish to respond to the joystick. Worse still is the 'scrolling'. Apart from it being amazingly slow, it's also juddery and the action sometimes stops when the screen moves – now there's something I haven't seen since 1982! The graphics are exactly the same as the Spectrum, complete with** colour clash **– can you believe that? Just to add that extra touch of finality, the sound is also just like a Spectrum – the weak tunes and flatulent effects do nothing to add to the atmosphere. All this could be partially forgiven if the gameplay was any good, but unfortunately the speed of the action ruins any enjoyment, and instead the game is almost instantly frustrating. Ropey collision detection and hopelessly long pauses between lives only hammer home these inadequacies. The ghastly multiload is the final nail in the coffin, with the cassette version taking an age to load the next level.** Karnov **is a great disappointment, and I hope Electric Dreams don't continue to port over Spectrum conversions and fob them off as Commodore games.**

PRESENTATION 28%
Poor control method, no title screen, slow multiload and annoying delay between deaths.

GRAPHICS 14%
A horrid mish-mash of garish backdrops and sprites are complemented by slow and very jerky scrolling and a good dose of colour clash.

SOUND 9%
Chronically simple spot effects.

HOOKABILITY 11%
The difficulty induced by the slow action and poor graphics is an immediate repellent.

LASTABILITY 14%
If you ignore all its faults, there are nine levels of play ahead.

OVERALL 13%
A great idea let down by appalling movement, abysmal sound and unfriendly presentation.

▸ Cryptic clue no. 279: that ladder will help you to aspire to a better weapon . . .



INTERNATIONAL SOCCER

CRL, £9.95 cass, £14.95 disk, joystick only

First released on cartridge in 1983 by Commodore, CRL have now made *International Soccer* available on cassette and disk. Adopting a grandstand view of the action, the game incorporates many of soccer's rules and tactics.

Before the action begins one or two-player mode is chosen; opting for the former allows one of nine computer skill levels to be selected: the first plays like a dummy, but the ninth passes to pixel perfection. In addition, one of five different coloured strips is available for both players.

A match is played on a two-way horizontally scrolling pitch approximately three screens wide. The two halves are 200 seconds long, at the end of which the winning side is presented with a cup; if the result is a draw, neither side is awarded the trophy.

Seven players make up each team, including the goalkeeper, who is controlled with the fire button and automatically jumps in the direction the ball is kicked. One player is controlled by joystick at any given time, with eight-way movement possible according to the direction he is pushed. This player in possession turns to a lighter shade of his team's colour for easy recognition and moves at a slower rate than the surrounding players.

The opposition player (usually) nearest to the ball also turns a lighter shade; the other players on both teams run in patterns in their appropriate zones, related to the ball's movement. Tackling is carried out simply by running into another player (no fouls are awarded).

Pressing the fire button kicks the ball; additionally a footballer heads the ball if it's at the correct height. If the ball goes out of play, the computer selects a player to take a throw in, goal kick or corner kick, and the fire button continues the action.



Even though Matchday II **is graphically better, more intelligent and more wide ranging, this still offers greater playability. Its bad points are only minor: the computer's selection of who's the nearest player to the ball is sometimes annoyingly arbitrary, and the goalkeepers aren't up to much (but at least they provide plenty of humour when they dive in the opposite direction to the ball). The graphics are blocky and the scrolling slightly jerky, but the player movement is surprisingly nifty, and some fairly complex moves can be strung together. You need a bit of practice to get properly coordinated, but it's worth it just to experience the satisfaction of tubbing the computer on level nine. It's not brilliant, but it's still the fastest footballing simulation on the 64.**





Matchday II **may be far more complex and much better looking, but when it comes to speed and playability,** International Soccer **is tops. First impressions are offputting since the footballers are very blocky and the sound is rubbish. However, when the whistle blows you soon forget about those deficiencies and really get into the action. Control is surprisingly crisp, and it's easy to put together some neat moves. The game isn't without its flaws, like the computer giving goals when a shot is clearly over the bar and the occasional odd player selection, but on the whole** International Soccer **provides a fast, challenging and thoroughly enjoyable football simulation that shouldn't be missed.**

► **They may look blocky and bland, but you should see them race up the park!**





I'm pleased to see this seminal soccer game make its return to the software shelves. Four and a half years ago it impressed me and it's arguably one of the minor classics of Commodore computer gaming. Still, time waits for no sports sim, and what was masterful back then is starting to look slightly clumsy now. The player sprites are chunky, the goal detection routine lets in shots going over the cross-bar, and the player select is not without its faults. In spite of all this, though International Soccer **remains a remarkably playable game, its nine skill levels and two-player option bringing hours of footballing fun. It may lack the sophistication of something like** Match Day II **but it plays quite a bit faster and is much easier to get into. It's just a pity it isn't cheaper.**

PRESENTATION 90%
Multiple computer skill levels, five choices of strip, demonstration mode, one or two-player games, sensible game lengths and a reasonable control method all contribute to the polished effect.

GRAPHICS 40%
Blocky sprites and simple backdrops are rescued by the fast movement of both.

SOUND 18%
Very basic whistles and bouncing ball noises.

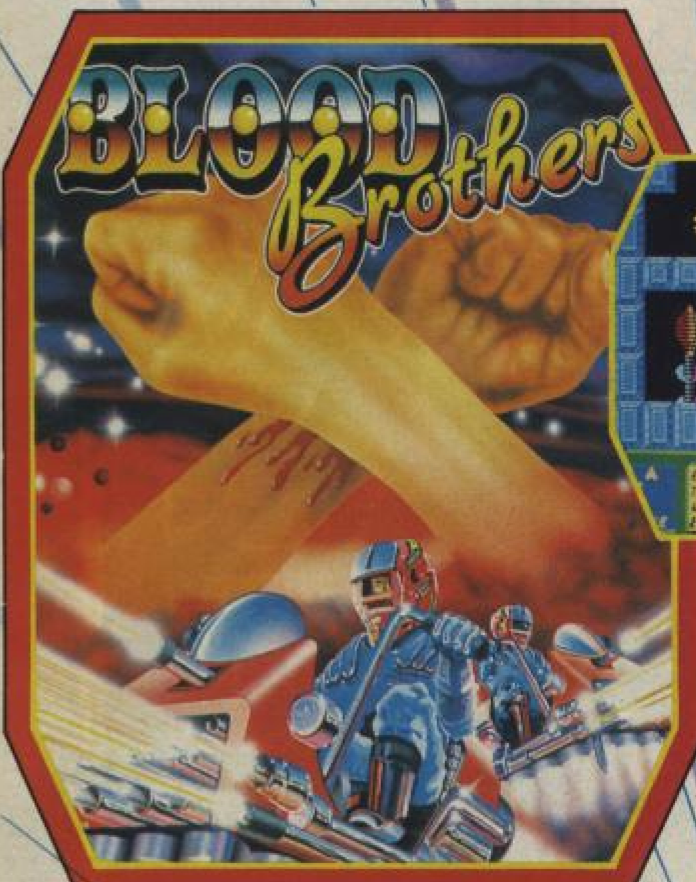
HOOKABILITY 85%
If you're not discouraged by the graphical presentation, there's a lot of fun to be had from the rapid action.

LASTABILITY 92%
Nine computer skill levels and a two-player option mean that you can pick it up any time.

OVERALL 86%
Despite a few minor faults, it's still the quickest and most playable football game on the 64.


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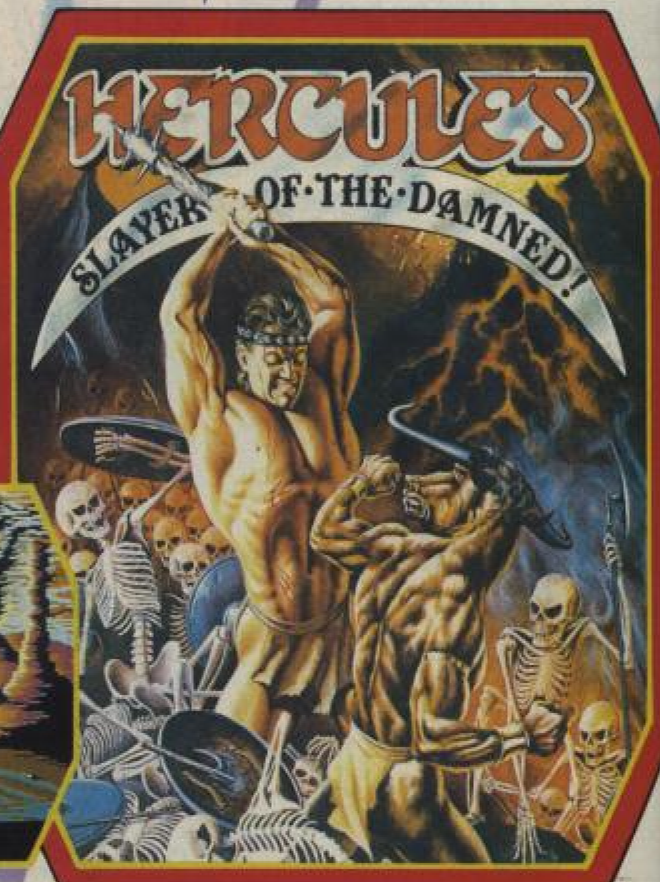




Screen shot from Spectrum version.



Screen shot from CBM 64/128 version.



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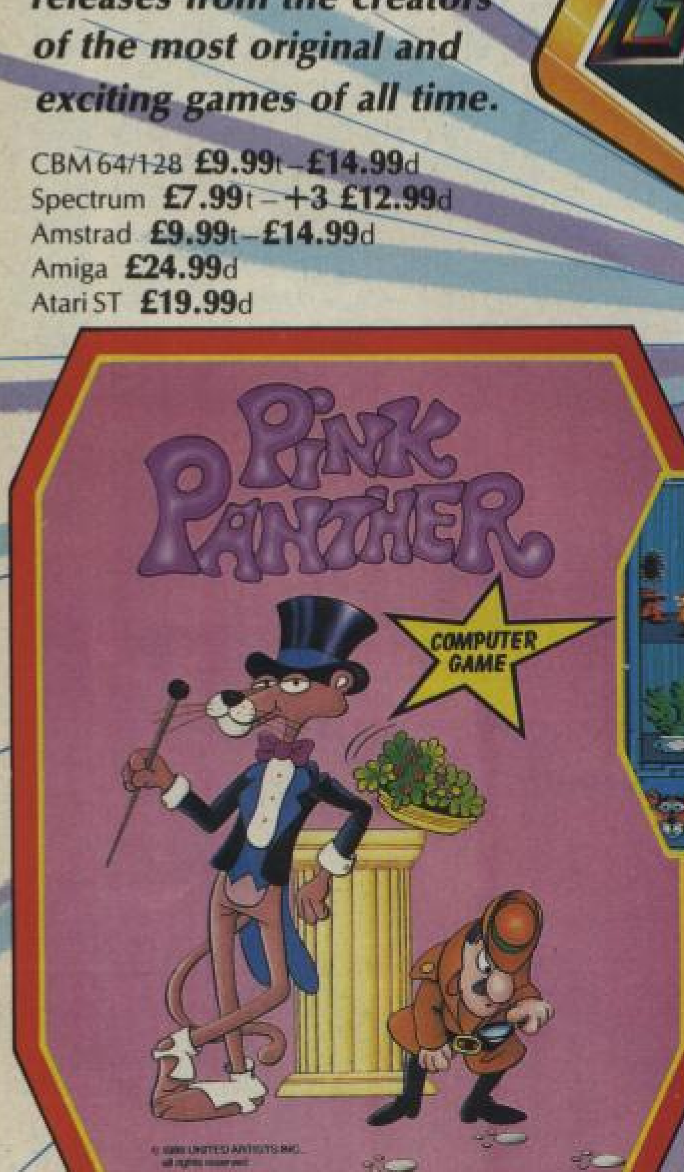
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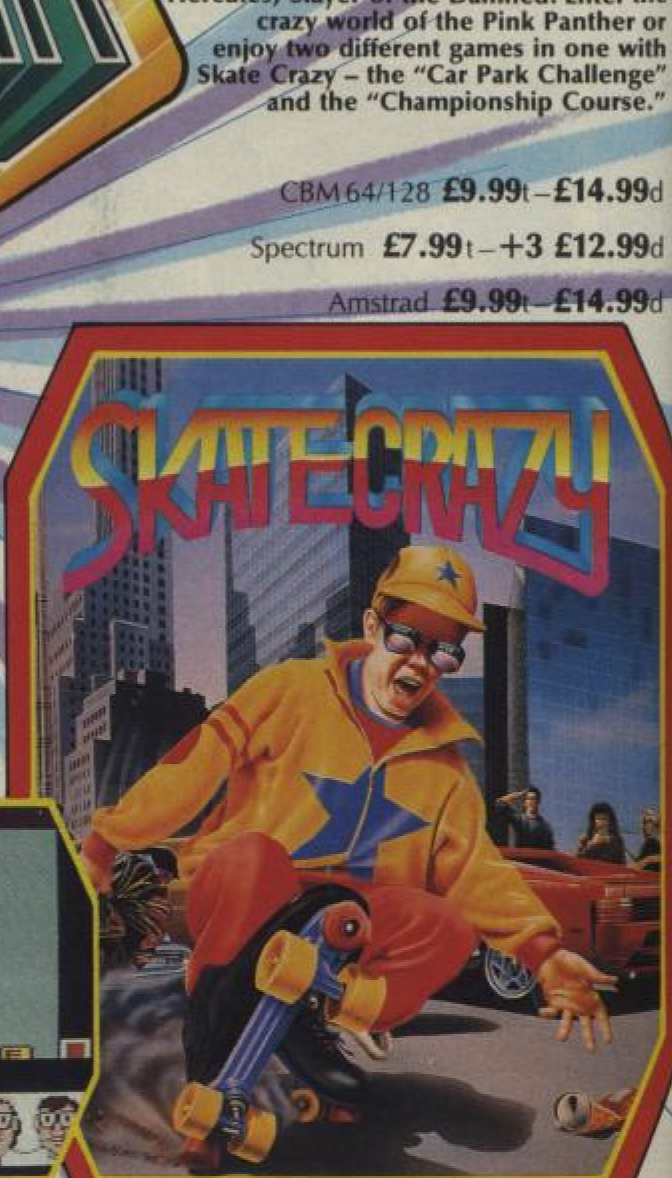


Screen shot from Amstrad version.





Screen shot from Amstrad version.



All mail order enquiries to: Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS.

FIGHTING FIT

MicroProse are very well known to Commodore owners; their long and distinguished pedigree includes *Silent Service*, *Gunship* and the Gold Medal winner *Project Stealth Fighter*. ZZAP! visited their UK headquarters for some inside information.

In the summer of 1982, Sid Meier, systems analyst, and Bill Stealey, US Air Force Academy graduate, met at a company meeting in the MGM Grand hotel in Las Vegas. As they both had a keen interest in flying, the two hit it off and were soon challenging each other in aerial combat on a video game called *The Red Baron*; the former fighter-pilot lost! The same Red baron machine now sits in a corner of their Product Development department in Hunt Valley, Maryland: a present from the employees to the two co-founders of MicroProse Inc.

From their early friendship, a huge international company has grown: there are MicroProse offices in England, France and Japan plus a newly-opened site in Germany. The UK sector is directed from the Tetbury offices in Gloucestershire. Nestling in the centre of this historic market town, MicroProse UK looks decidedly out of place; a red banner of foot-high letters across the large glass frontage emphasises the contrast.

In addition to UK operations, 40% of their world wide transactions are controlled from here. The site includes a playtesting section, a comprehensive computer-controlled telesales department and a 20,000 square foot warehouse to back up their distribution service, which shifted over a million units last year.

Although they are the heads of a large international company, Bill Stealey and Sid Meier still play important roles in the production of each MicroProse game. Both are heavily involved in design and even playtesting. Bill holds a product development meeting three times a week and plays their games for around two hours every night. It's not unknown for him to cancel a project if he does not feel that it is up to their usual standards; only a few months ago, a space trading/combat simulator was canned after two years' development work and a limited advertising campaign in America!

Although the majority of their products are developed in America, MicroProse have embarked on an extensive expansion programme in Europe. They distribute the Suncom range of joysticks and have recently joined forces with Origin Systems in order to

▶ MicroProse UK – Tetbury

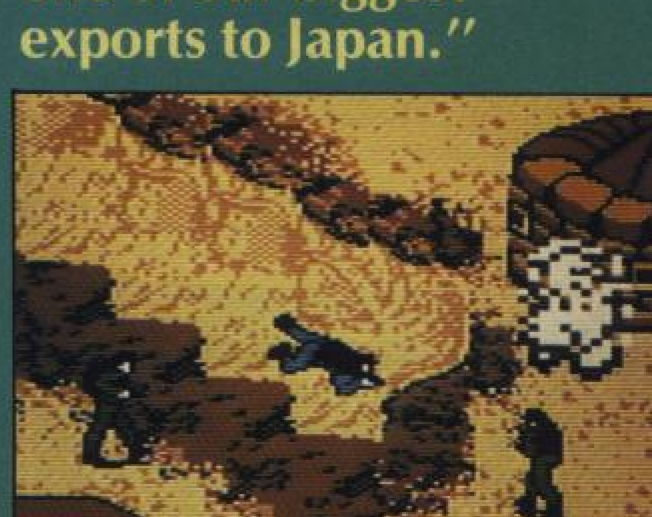




▶ Two of MicroProse's in-house art department, displaying the latest artwork for *Red Storm Rising*



"Silent Service deals with attacks on Japanese shipping, yet this simulation is one of our biggest exports to Japan."



> *"Gunship* **cost four million dollars and took over 17 man years to develop . . ."**





▶ One or two of the Microprose games stored in their 20,000 sq ft warehouse



market their entire range of fantasy and role-playing software in Europe, including the *Ultima* series. The American label Cosmi is also to come under the MicroProse banner, and while MicroProse will continue to distribute new American software, they are also looking for quality Japanese products to sell.

The American section has recently taken on the services of Gene Lipman – the founding President of Atari – who has strong coin-op links. Gene is the Vice-President of special projects, and it is rumoured within the industry that this is the first step on the road to coin-op production. They are also continuing research into CD-ROM.

1,000,000+

The success of Microprose products – over one million multi-format copies of *F15 Strike Eagle* have been sold worldwide – is often attributed to the high quality of their games and packaging. But criticisms are also levelled at the accompanying price. Stewart Bell, managing director of the UK operation, justifies the cost with some heavy statistics: '*Gunship* cost four million dollars and took over 17 man years to develop (the end product was actually one-and-a-half years late). The final packaging and documentation is of a very high quality and is always well researched.

'Many companies release a product and then forget about it. Microprose's product development is a constantly ongoing process which lasts between one and two years. *Project Stealth Fighter* is currently in its eighth version, utilising faster algorithms and improved gameplay, while the latest version of the CBM 64 *Pirates!* has animated pictures.

'The extensive technical support offered to customers is also covered by the cost. Customer service is an important aspect of MicroProse's business: once a product is finished, a full back-up service is available to customers who can phone our helpline at any time to ask for information regarding play and equipment.

'MicroProse also award certificates to high scorers on their games. Winners of the Congressional Medal of honour on *Gunship* are to be presented with a certificate, signed by Bill, and treated to a party as well as a flight in Bill's T28 fighter plane!

With such an expensive initial outlay, how do they combat piracy? 'We rely on the packaging and the large amount of documentation to put off prospective software pirates; no-one wants to photocopy a 150-page booklet! We prevent early versions of programs from getting out by creating the individual components of the game separately. All the components of each game are then put together just before the last mastering before duplication. This way no 'complete' game can hit the streets before sales. However, the amount of piracy in certain countries *has* limited distribution. Italy and Spain are simply not worth exporting to.'

Further critique involves the militaristic and often jingoistic tone associated with MicroProse games. This is dismissed with equal verve: 'We're all young boys at heart. Everyone wants to fly and the realism afforded by the combat scenarios only helps to heighten the excitement; if the simulation was boring you simply wouldn't buy it.



'Bill lost a lot of friends in Vietnam and he is careful not to glorify death in our products. When you lose a highly decorated pilot in Gunship, the loss you feel is real; the experience teaches you about life and about yourself.

'Although we do take the American viewpoint of freedom and liberty, it is important to stress that each program is simply a simulation which allows the player to see how he would fare in actual events which have, and still are, taking place. In fact, there's a strange irony in the approach to our products: *Silent Service* deals with the attack of American submarines on Japanese shipping, yet this same simulation is one of our biggest exports to Japan.

'And to be fair, we do cover both sides of the coin: our air traffic control program (CBM 64) puts the player in the position of saving lives rather than the contrary.'

We would have spoken to 'Wild' Bill Stealey about the matter – but he was at the Pentagon . . .

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ZZAP! READER CLASSIFIEDS

Your small ads are reaching over 250,000 other readers in Britain and around the world!

Due to the overlap in publishing schedules, many small ads sent in for ZZAP! Issue 39 were too late for inclusion in this first classified page, although we waited until the very last moment! But don't worry, they are typeset and ready to go in ZZAP! 40.

FOR SALE

COMMODORE GAMES originals £3 each, £12 for five. CBM 64 computer, datasette, utility cartridges, a years' warranty £200. 1541 disk drive, 50 blank disks, covers, £100. MPS803 printer, box printer paper £150. Phone Andy 0252 521005.

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AMIGA/C64 contact RSJL, 687 High Road, Seven Kings, Ilford, Essex, IG3 8RQ. Tel: 01590 4214. To swap ideas, info and progs all over the world. Hurry up for God's sake.

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ZZAP! 64 READERS'

JULY 1988

GAMES TOP 30

1 *(2)* **SHOOT 'EM UP CONSTRUCTION KIT**
Outlaw

2 *(1)* **CALIFORNIA GAMES**
Epyx

3 *(3)* **PLATOON**
Ocean

4 *(5)* **BUBBLE BOBBLE**
Firebird

5 *(6)* **NEBULUS**
Hewson

6 *(7)* **BUGGY BOY**
Elite

7 *(8)* **INTERNATIONAL KARATE +**
System 3

8 *(19)* **PROJECT STEALTH FIGHTER**
Microprose

9 *(-)* **CYBERNOID**
Hewson

10 *(10)* **WIZBALL**
Ocean

11 *(-)* **IO**
Firebird

12 *(9)* **KIKSTART II**
Mastertronic

13 *(15)* **HUNTER'S MOON**
Thalamus

14 *(30)* **STRIKE FLEET**
Electronic Arts/Lucasfilm

15 *(-)* **DRILLER**
Incentive

16 *(28)* **ZYBEX**
Zeppelin

17 *(-)* **IKARI WARRIORS**
Elite

18 *(11)* **ARCADE CLASSICS**
Firebird

19 *(12)* **WORLD GAMES**
Epyx

20 *(25)* **4TH & INCHES**
US Gold

21 *(14)* **WORLD CLASS LEADERBOARD**
US Gold/Access

22 *(21)* **BATTLE VALLEY**
Rack-It

23 *(25)* **SKATE OR DIE**
Electronic Arts

24 *(23)* **GUNSHIP**
Microprose

25 *(17)* **DEFENDER OF THE CROWN**
Mirrorsoft

26 *(-)* **MATCHDAY II**
Ocean

27 *(-)* **GAUNTLET II**
US Gold

28 *(-)* **ZYNAPS**
Hewson

29 *(-)* **TARGET RENEGADE**
Ocean

30 *(-)* **PAC-LAND**
Quicksilva

CHARTS

MUSIC TOP 10

1 *(1)* **DELTA**
Thalamus
Main Theme – Rob Hubbard

2 *(3)* **BMX KIDZ**
Firebird
Title Tune – Rob Hubbard

3 *(2)* **ARCADE CLASSICS**
Firebird
Main Theme – Rob Hubbard

4 *(5)* **SKATE OR DIE**
Electronic Arts
Title Tune – Rob Hubbard

5 *(7)* **DRILLER**
Incentive
Main Theme – Matt Gray

6 *(8)* **TETRIS**
Mirrorsoft
Main Theme – Hagar

7 *(6)* **INTERNATIONAL KARATE +**
System 3
Title Tune – Rob Hubbard

8 *(4)* **SANXION**
Thalamus
Loading Music – Rob Hubbard

9 *(9)* **WIZBALL**
Ocean
Main Theme – Martin Galway

10 *(10)* **I BALL**
Firebird
Main Theme – Rob Hubbard

COIN-OP TOP 10

1 *(1)* **BUBBLE BOBBLE**
Taito

2 *(2)* **BLASTEROIDS**
Atari

3 *(3)* **R-TYPE**
Irem

4 *(5)* **AFTERBURNER**
Sega

5 *(-)* **720°**
Atari

6 *(9)* **ROAD BLASTERS**
Atari

7 *(-)* **RASTAN**
Taito

8 *(4)* **SUPER HANG-ON**
Sega

9 *(6)* **GALAGA 88**
Namco

10 *(8)* **PAC-MANIA**
Atari

VIDEO TOP 10

1 *(7)* **ROXANNE**

2 *(5)* **ALIENS**

3 *(-)* **PLATOON**

4 *(-)* **NIGHTMARE ON ELM STREET III**

5 *(6)* **THE FLY**

6 *(4)* **BLADE RUNNER**

7 *(-)* **HAMBURGER HILL**

8 *(-)* **WHEN THE WIND BLOWS**

9 *(-)* **THUNDERBIRDS I**

10 *(-)* **RAISING ARIZONA**

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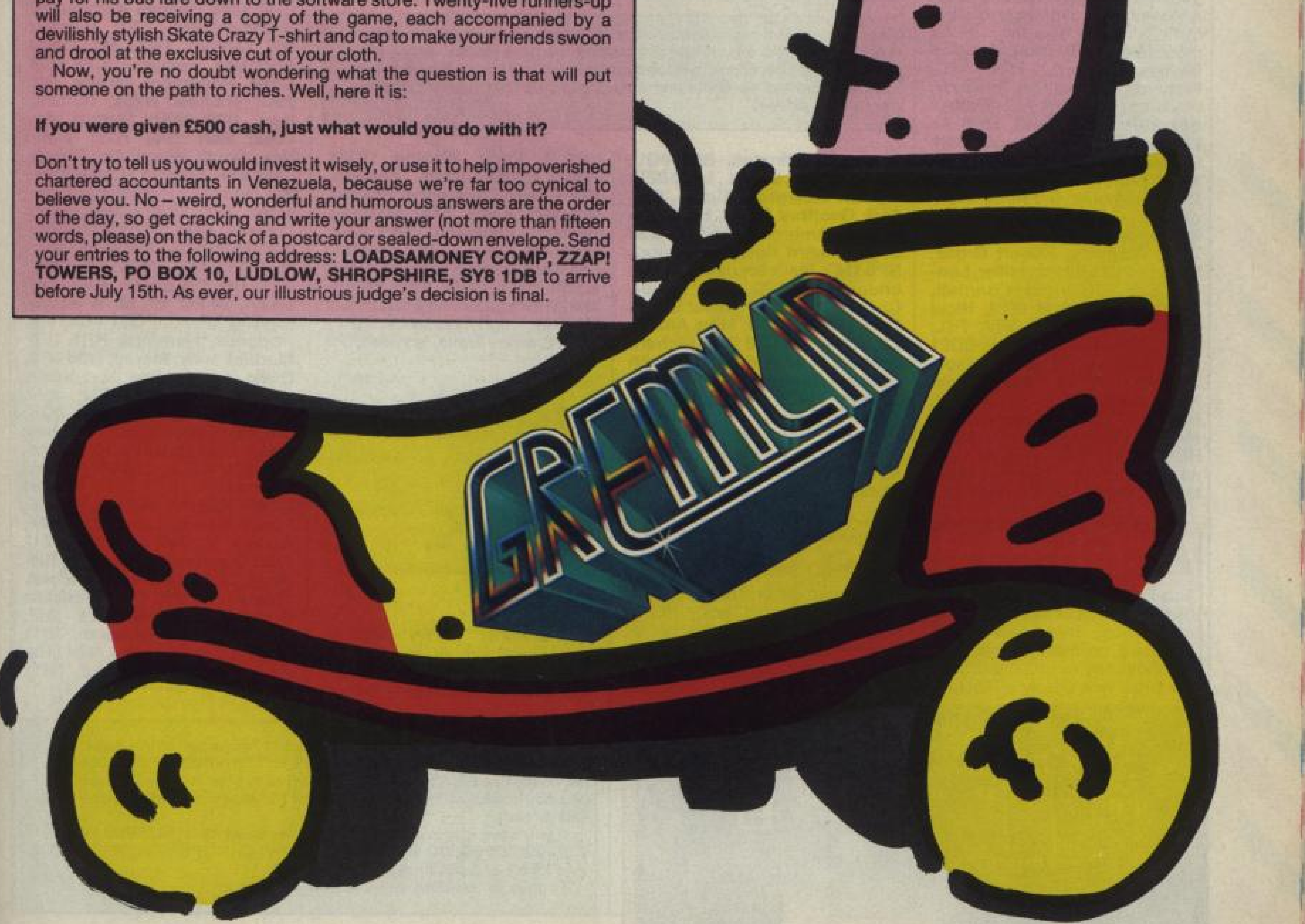
Shu-chor marf an lissen. No doubt somewhere in your wildest dreams you've often fancied having LOADSAMO . . . ahem, a sizeable amount of cash. But if you haven't the slightest inclination to do up your own, or indeed, anyone else's house, and then make a record about it, you probably thought your avaricious dreams wouldn't be coming true in the near future. Well, you may have thought wrong . . .

Those well-to-do folks at Gremlin have arranged a competition to celebrate the release of their jolly roller-skating game *Skate Crazy* which is reviewed in this very issue of ZZAP!. In fact, they're so over the moon with their game of street-cred on eight wheels, they've decided to give away a whopping first prize of £500 (yup, that's FIVE HUNDRED POUNDS STERLING) in cash to one lucky (not to mention filthy rich) winner. As if that isn't enough, this tremendously wealthy person also gets a copy of the game, so he won't have to break into a £100 note to pay for his bus fare down to the software store. Twenty-five runners-up will also be receiving a copy of the game, each accompanied by a devilishly stylish Skate Crazy T-shirt and cap to make your friends swoon and drool at the exclusive cut of your cloth.

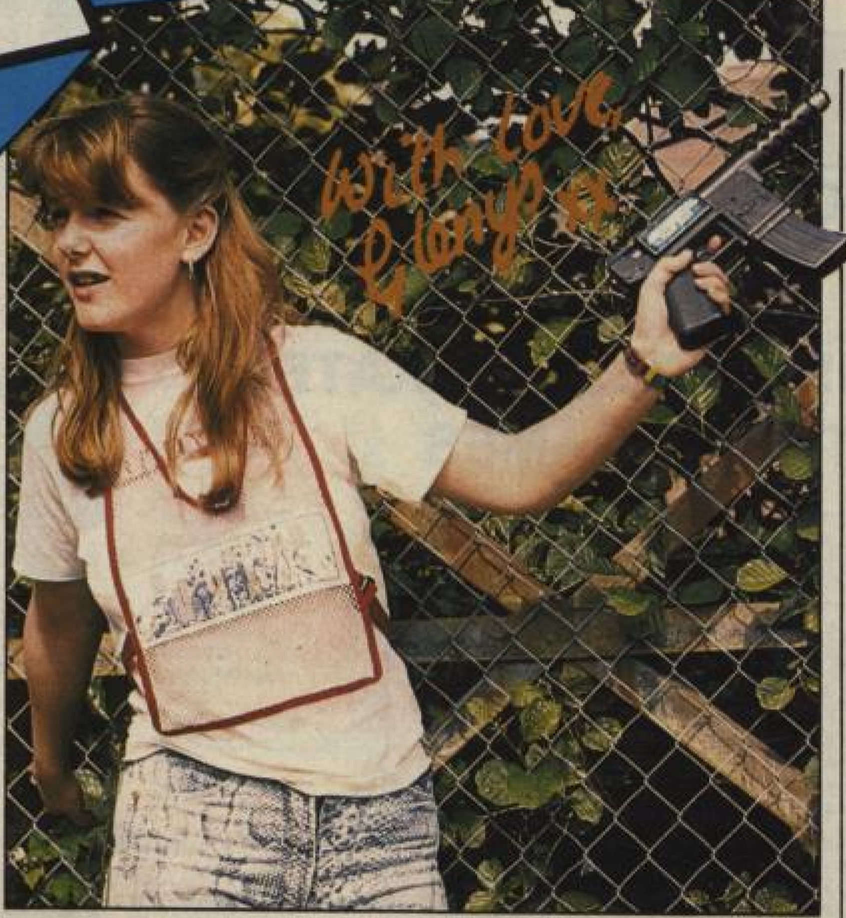
Now, you're no doubt wondering what the question is that will put someone on the path to riches. Well, here it is:

If you were given £500 cash, just what would you do with it?

Don't try to tell us you would invest it wisely, or use it to help impoverished chartered accountants in Venezuela, because we're far too cynical to believe you. No – weird, wonderful and humorous answers are the order of the day, so get cracking and write your answer (not more than fifteen words, please) on the back of a postcard or sealed-down envelope. Send your entries to the following address: **LOADSAMONEY COMP, ZZAP! TOWERS, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB** to arrive before July 15th. As ever, our illustrious judge's decision is final.



ZZAP! WINNERS



Allo peeps! Ava jus' finished bleedin' typing all you lucky winners' names and addresses, and it's making me go a flippin' crazy, innit. But I'm don't care 'cos I get loadsamoney dun I? Looooads. Enough of Harry Enfield's brilliant characters and onto this month's yummy scrummy prizes!

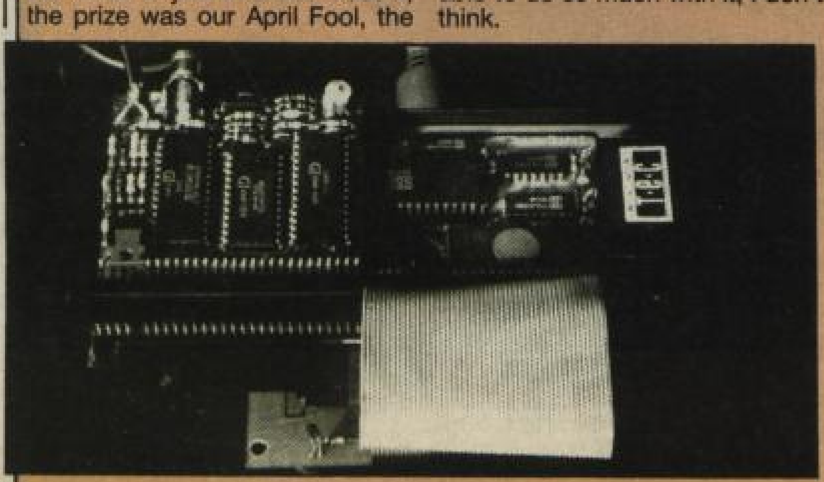
TOMY ROBOT COMP

Hewson were offering a brilliant Tomy robot to the person who wrote the most captivating tale of pirates and suchlike, and do you know whose was the best? It was someone called . . . wait for it . . . **O Pearson** from Stockton-On-Tees, TS19 7JY. What a lucky Pearson he is! There are also 50 runners-up copies of *Cybernoid* being given away, and they're going to all of the following people . . .

Dick Light, Hitchin, Herts.; Mark Hallett, York, YO3 6EN; Bob Kingham, Walthamstow, E17 9EL; Anthony Malcolm, Oxford, OX4 5BP; Jason Wharton, Skelmersdale, WN8 6RA; Douglas Bayliss, Telford, TF3 1RD; Richard Hally, Solihull, B90 3JW; William Stephenson, Warley, B68 8BP; Niels Stout, 5595 As Leende, The Netherlands; Mark Howard, Gillingham, ME7 5JU; Mark Burley, Abbey Rise, LE4 2FW; Nicholas Gibbons, Manchester, M8 6JB; Horst Willi Fusswinkel, 5303 Bornheim 1, West Germany; Robert Grace, Wyken, CV2 5BJ; Ian Miller, London, SE9 1NG; Victoria Barnett, Southampton, SO1 2QN; Nigel Pearson, Barnsley, S72 7HL; Edward Newiss, Keighley, BD21 2RL; Laurence Hallam, Chorleywood, WD3 5RE; Tom Naughton, Dublin 15, Ireland; Matthew Franklin, Cleeve, Avon; Marcus Earnshaw, Bradford, BD13 3RA; Jordan Fulcher, Jesmond, NE2 2JL; Mehmet Mustafa, London, EC1V 0BT; Lee Mason, Accrington, BB5 6QU; Jason Abson, Leeds., LS26 8EE; William Callaghan, Tipton, DY4 8AS; Geoffrey Solca, Hull, HU8 8LX; N Ambrose, Bolton, BL6 5TG; Richard Howell, Newport, NP6 1ND; Mark Barnsley, Stourbridge, DY8 5ED; Mike Blaser, Cheadle, SK8 4HP; David E Earl, Lymm, WA13 0ES; Mike Aitken, Churchdown, GL3 2LF; Richard O'Shea, Bristol, BS5 8PZ; John Clarke, Sandy, SG19 2DR; Gideon Sanitt, Totteridge, N20 8AD; Jaybeard, Twickenham, TW1 3AT; Raith William Munro, Margate, CT9 2PS; Alex Finch, Reigate, RH2 1RE; Gianfranco Manini, Giffnock, G46 6EJ; Duncan R Smith, Woking, GU21 1QR; Rahul Joshi, London, NW10 3NU; Christopher Sharpe, Uckfield, TN22 2BA; Matthew Garbutt, Langland, SA3 4SX; Matthew Lowe, Little Neston, L64 4AQ; Steven Howard, Lowestoft, NR32 3DD; John Pettigrew, Windygates, KY8 5DQ; Paul Mitchell, High Wycombe, HP11 1QA; Bradley Wells, Ipswich, IP5 7HQ.

APRIL FOOL'S COMP

This comp would only be spotted by those who scrutinise every inch of the mag, because we didn't include it on the contents page! For those of you who didn't see it, the prize was our April Fool, the Blue Tec Amulator. The lucky winner, **Peter Hearn** of Tadley, RG26 6SS will soon be the owner of the famous device. He's going to be able to do so much with it, I don't think.



LISTEN AND WALK, MAN

Well, a rather 'groovy' (what an awful word) competition prize this one; a top of the range Sony Walkman. Cascade Games wanted to give it away to the person who put the ball in the correct spot on our . . . *Traz* picture, and **David Kinder** of Ashton-In-Makerfield, WN4 0SG did just that. The generous Cascade chappies also have 50 copies of . . . *Traz* to give to runners-up . . .

Steven Chester, Stevenage, SG2 7DE; Nick Wellings, Norwich, NR14 7SB; Simon Cole, Chelmsford, CM1 5BE; Richard Lloyd, Carshalton, SM5 2HO; Andrew Houghton, Redditch, B98 0QX; Paul Hevsser, Birmingham, B33 9NP; David Janes, Macclesfield, SK11 8ES; Alan Williams, Liverpool 15, 6UH; Becky Toal, Crosby, L23 5RP; Adam Wright, Thorplands, NN3 1YD; C Taylor, Burscough, L40 5SJ; Ajad Hiah, Scunthorpe, DN15 7NN; Mr James Smith, Rothwell, LS26 0RX; Barrie Halcrow, Cleadon, NE34 8AE; Paul McKean, Glasgow, G15 6QU; Alan Gold, Cumbernauld, G68 9EA; Christian George, Plymouth, PL2 3BU; Alex McDowall, Darvel, Ayrshire; Darren Williams, Walsall, WS4 2LR; Clifford Wiseman, Mold, CH7 1QA; Duncan Hammerton, Swindon, SN1 2JU; Jonathan Hill, Ashford, TN23 2XL; Daniel Rochford, Pentyrch, CF4 8QR; Chris Rogerson, Birtley, DH3 2JG; Michael Willis, Birmingham, B28 8RW; Marcus Nye, Great Barr, B43 7DY; James Hey, South Woodham Ferrers, CM3 5YF; Stewart Hopkirk, Pinner, HA5 5PD; P J Pritchard, Hereford, HR2 0QF; Chris Bates, Chilwell, NG9 5FU; Darren Forrest, Midlothian, EH22 4SJ; Darren Albiston, Runcorn, WA7 2QX; Cpl K R Brown, RAF Laarbruch, BFPO 43; Mr A Morris, Hayling Island, PO11 9BX; Karl Hodgetts, Hereford, HR1 1UN; Martin Faridy, Moray, IV36 0GB; David Parker, Hemel Hempstead, HP3 8BU; John Corbutt, Hayes, UB4 0QN; Stephen Taylor, Kirkby Stephen, CA17 4AJ; Matthew King, Dorset, BH21 6UH; ZZAP! Reader, Cirencester, GL7 2LG; Andrew Smith, Old Amersham, Bucks.; Simon Hewitt, Luton, LU3 3XX; Andrew McCall, Spalding, PE12 7NE; Christopher Beecroft, Riddings, DE55 4AL; Marcos Moret, Whetstone, N20 OUE; Christian Grant, Blackpool, FY4 2HE; Robert Burns, Falmouth, TR11 5RW; E Casey, Eaton, NR4 6HX; Paul Strange, Wickford, SS11 8NA.

Before I forget, if you're wondering what happened to the results of the 1001 competition, I'm afraid we won't be printing them because basically there isn't enough space in the magazine. The prizes have already been sent out, so most of the winners will have received their gift already.

If you have any comp problems, please write to **GLENYS POWELL, ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB,** and I'll try and put things right.

Thanks for reading and see you next month.

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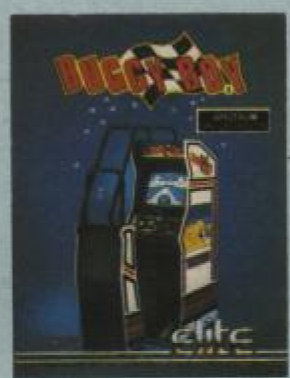
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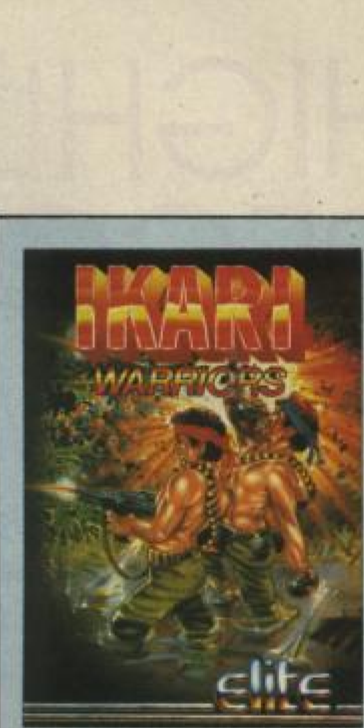
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WALKER'S ◂W▸A◂Y▸

By Martin Walker

Month four: the story so far – Harold has met Daphne while on a fishing trip in the country. They've sworn their unrequited love for each other and plan to get married and live a life of bliss. However, Pablo (the half caste) has traced them to the small hotel in which they're renting rooms. Unbeknown to our hero he has taken an adjoining room and plans to surprise them when they return. Little does he realise that Harold has returned to London unexpectedly after receiving a mysterious call in the night. Daphne has fallen from her horse while out riding, and is being tended in a crofters cottage by the local doctor who happened to be passing at the time. Meanwhile we join Harold at an address in Knightsbridge . . . Wake up . . . Wake up Martin . . . WAKE UP MARTIN! It's time to write your diary!

Monday April 18

Well, it's been a funny month. After yet another compliment to Rob Hubbard in last months diary I got to thinking that writing a music player might be a sensible idea, now that he has moved to sunnier climes. So, to cut a long story short, this month has been spent mostly away from the game and into aural territory (ears to you).

Since this entailed many days of brow beating monotony as I grappled with the idiosyncrasies of variable depth vibrato and pulse width modulation, I've decided for this month only to adopt a free form approach to the diary, and only write when something more interesting happens. Don't worry coders, the game will be back with its bit-twisting and byte-shifting next month. So, pull up a comfy chair, fluff up the cushions and relax. Off we go!

Tuesday April 19

Have you ever attempted to order software over the telephone? Not with a modem I hasten to add, but simply using a credit card to get a new title that either hasn't arrived in the local shops yet (and maybe never will!) or to take advantage of an unmissable discount price. Well it's not always quite as easy as it sounds. I tried it this month. One morning I decided that I just had to get *Oids* for my Atari ST. My 64 software is always obtainable locally, but finding ST titles is tricky to say the least. Anyway, I ordered said title and sat back.

Three days later I telephoned again to find out why it hadn't arrived, and discovered the sneaky bit. The number for enquiries is different, and it takes an hour to get through. 'No, the person who told you it was in stock could not possibly have known – the warehouse is at another address. No, it wouldn't be sent out next day – it takes that long for the warehouse to have your order passed on'.

After five days of patient waiting I thought of sleeping on the front doormat – but I didn't want to wake up and find a letter in my mouth. Anyway, the package finally arrived seven days later, addressed to Carltenham in Gloucestershire. No, I haven't heard of it either. To make the story even sillier, two days later my credit card receipt arrived separately! The moral of this tale is that once you find a speedy and reliable mail-order supplier, don't be tempted to go to somewhere else just because they're 50p cheaper – it would cost me more than 50p to replace all the hair I tore out waiting!

Thursday April 28

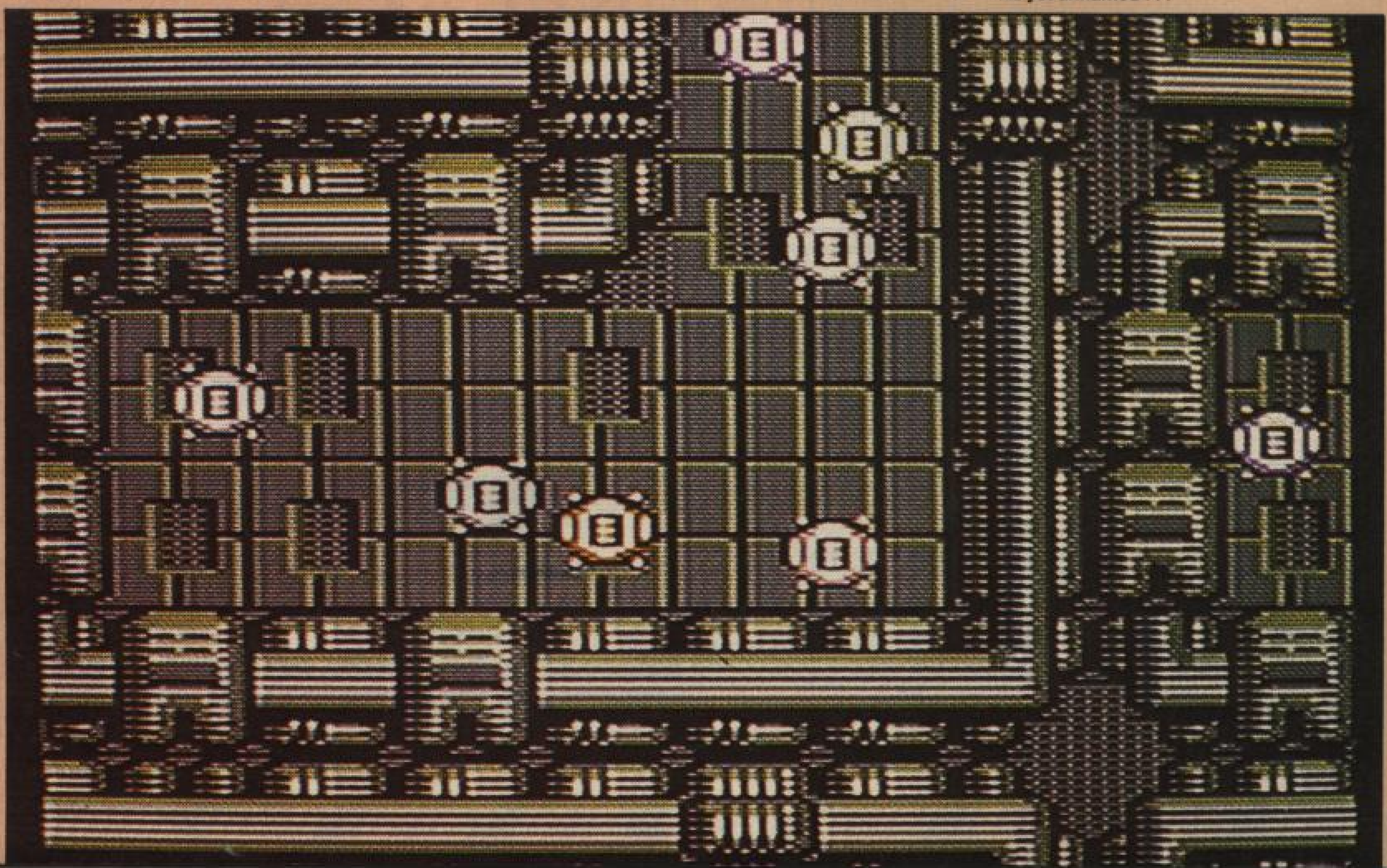
A chance to restart the normal diary format – after three weeks of aching ears and twitching eyeballs the music player is finally complete, or at least in a suitable state to start writing music. Using it is by far the best way to find where improvements may be needed.

There are two things that always appear at the top of the list if you hope to produce music for other people's games – the size of the code ('I've only got 2K of spare memory left and I must have a 20 minute in-game soundtrack') and how little processor time it takes up ('I'm running 100 enemy bullets on the interrupt – but there's only 8 scan lines left to run sound effects and music!'). Spending four hours and managing to trim 18 bytes off the length of the code and 1 scan line off the interrupt time is rewarding in the end, but not much fun to read about. I've now finally returned calmly from my ordeal, but the household is much noisier!

Friday April 29

A great start for the music player – heavy metal guitar, with whistling harmonics and bending strings. I'm pleased with the snare drum sound as well, as this is the backbone of most game music. The first piece is well under way, and small refinements can now be made to the code to make it easier to work with. The first one came today when it was discovered that 64 bytes for a sequence is sometimes not enough, so the entire memory map had to be reorganised and all table references revised (There, I told you it would have been boring to hear a blow by blow account of the everyday

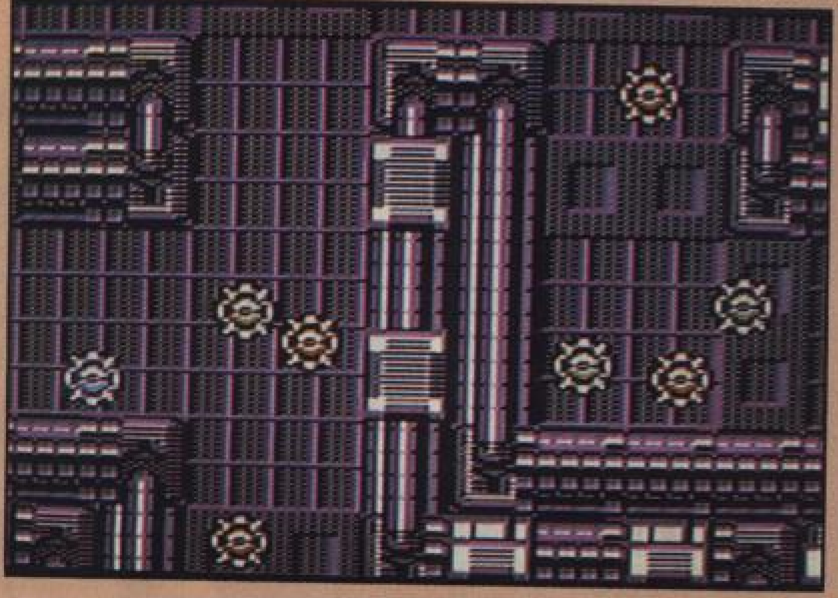
▶ As yet unnamed . . .



activities!). When all the pieces of music for a game are complete the code can be compacted, so not a byte will be wasted.

Saturday April 30

A slow start – the volume control on my amplifier finally needed sorting out before music writing could commence at all today. You know how it goes. First the control crackles a bit when you turn it, then if you leave it for long enough it will eventually develop one or two spots where the sound cuts out altogether. Well, has anybody ever had one like mine that has been left crackly for so long



▶ Martin's game begins to take shape . . .

that it refuses to work anywhere on its rotation? It's a good job I used to be in electronics – I unearthed a suitable replacement from my bits box and soldered it in and for the first time in months I could have music at any volume – not just where the crackle free spots were. Bliss!

The solo section of the piece took shape quite quickly. With two lead guitars it sounded a little like the old Wishbone Ash – anyone remember them? Incidentally, talking of guitars, did you know that the Sensible Software crew are also musicians? The music for *Wizball* (by Martin Galway I believe) also has some rather tasty riffs hidden in the game (and I don't mean scratch 'n' sniff packaging for computer games – now there's an idea! Hang on a while I fill out this copyright application).

Sunday May 1

I wish I could use the filter a bit more. Commodore in their infinite wisdom decided to fit components which give a 20% variation in filter frequency between different 64's. This means that a filtered sound that sounds wonderful on one machine may be inaudible on another. Try listening to a well known game on a friend's machine – you may get a surprise! Archer Maclean tells me that *International Karate* on my machine misses out many of the bass notes because of this. Anyone would think it was my fault! Many computer musicians refuse to use the filter at all because of this, as it can wreck the sound balance.

The alternative is to come up with ways of modulating the sound using different waveforms with time, or changing the note itself as it progresses. My 'heavy metal guitar' sounds a higher harmonic for a fraction of a second as the note starts, to simulate the attack that you get using a guitar plectrum at high volume with overdrive (on the guitar you fool). Using the plectrum at different points along the string encourages different harmonics to sound. When you know what you're doing you can consistently get those amazing high pitched feedback notes like Van Halen (not me – I only play keyboards and the fool). The great thing about computer music is that I can hit them every time while playing a frenzied solo. I work it all out on paper first. I suppose that's cheating really, but who cares as long as the end result is good. It's only like using a sequencer or a drum machine – the musical part is knowing what to type in!

Monday May 2

Today is a bank holiday, and also Belinda's birthday, so I've promised not to switch on the computer all day.

Tuesday May 3

The first piece of music got finished today – I'm well pleased with it. Anybody fancy heavy metal title music for their next game? I resisted the temptation to add those predictable synth drum patterns. You know the sort of thing I mean. Dibby-dibby-dobby-dobby-dubby-dubby-blat! I spent my time on getting a good snare sound, as in most cases this is all you need to add punch. The characteristic sound of the snare drum comes from the rattle of the snares against the bottom head. If memory serves well, most drummers seem to tune the two heads something like a third apart, so overall there are three sounds to simulate. The best sound I got rapidly swaps the waveform between a triangle and noise, to get the head sound and rattle going together.

Mostly it's down to experimenting, unless you want to go the whole hog and use a sampled sound, and these eat memory and processor time. This is all right for a title screen but more rarely used during a game. *Mega Apocalypse* is a worthy exception, and very nicely done too! A typical in-game sample, for example a digital grunt in *IK+*, might need to have its sample updated 5000 times a second (that's 100 times every TV frame!). Although the actual code to do it each time is very short, it's unlikely to leave enough time to scroll the screen as well, so don't expect many sampled sounds in shoot 'em ups, not on the 64 anyway!

Wednesday May 4

Another day spent updating the sound effects in *Armalite*. I suspect that by the time it's released it will render most other progressive shoot 'em ups totally obsolete. Never before have I seen so many moving sprites on the screen at once! It makes you wince when a new alien formation comes on screen – and that's even before they start firing back!

Out came the sound effects editor. It's strange that since so much time has been spent with music this month that even the effects are ending up more musical. Eight more alien firing sounds blasted their way from the speakers before I retired exhausted for another cup of coffee, and a re-bore for my ears.

Thursday May 5

Back to the music player. The second piece is off to a flying start with a haunting main theme and some strange backing 'instruments'. Because the sounds can be changed in pitch during their duration it's possible to produce multiplexed chords by swapping between several notes every 50th of a second (although this produces disturbing low frequency rumbles unless you're very careful). Another new breed of sounds (as far as I know!) are 'two-tiered' sounds which start on one note and continue on another. Both techniques produce the effect of more than the usual three channels playing, and fill out the sound very effectively.

It's great to be using my old keyboards for work again – they may not be MIDI (it wasn't even thought of when they were purchased) but they've been well played-in during the ten years or so I was involved with bands before my computing bug struck. After blowing away the dust and cobwebs I'm blasting forth in earnest, and with the 64 music roaring out of my 'stack' as well I'm having to think about complaints from the neighbours about noise for the first time in ages. Great stuff!

Friday May 6

A hearty thank you to all those readers who voted *Hunter's Moon* into the ZZAP! Readers Charts recently, especially so for the mammoth leap of 13 places up the ratings in May's issue. It's nice to know that you enjoy playing it. If the interest is there, then there's always the possibility of another 128 levels or a construction kit in the future.

Back to work, and a new instrument for 'piece two', again using the two-tiered system. it really sounds like several people playing at the same time. The nicest thing about all these discoveries is that they don't only apply to the SID chip – all could be used in music players designed for other machines too. Who knows what machine I might end up working with and writing for in the future?

Saturday May 7

A whittling operation took place this afternoon. After a sudden insight into a different way of producing vibrato (frequency wobble) I set to and managed to trim about 20% off the maximum processor time taken by the music player when all three voices are 'wobbling'. I suppose the technical boffins would call it an optimised algorithm. The longest time ever taken now is about 26 scan lines (just over 3 characters deep) on the interrupt. Even if I put the music player on a starvation diet I doubt that much more could be tweaked off, but looking at the time taken by some other people's routines I don't somehow think I need worry about it!

Another voice and theme for piece two evolved in the evening. This one definitely sounds as if it escaped from a Peter Gabriel album – unison wood chimes in a repeating rhythm. It's amazing just how many new and different sounds are possible on the 64. Why didn't I do this last year?

Sunday May 8

Yet more sounds! A multiplexed chord using one channel, and a new smooth bass sound (at least it was designed with that in mind, but it will probably be used at higher frequencies for other things). The piece two continued, and grew into something I wasn't expecting.

At first, when the multiplexed chords were added to the unison wood blocks, it sounded really big. Then the masterstroke – a riff that sounded like four instruments at once. It sounded bigger and bigger as the piece went on, and when I introduced double speed bass with hi-hat as well it suddenly dawned on me – Tubular Bells! Not a ripoff of the riff, but that lovely section where Viv Stanshell introduces each instrument in turn, and it grows and grows. Although there are still only three channels on the 64, towards the end it really does give the impression of about eight instruments all playing at once! And with that rewarding thought this month's diary must fade into the sunset.



YOUR SEARCH FOR THE ULTIMATE

A bead of sweat gently strokes your brow. Fingers tortured with anticipation. Eyes riveted to the screen. Nothing can stop you now. The record score is one carefully aimed F16 missile away. Ready. Aim. Fire!

Oh no! ...... missed.

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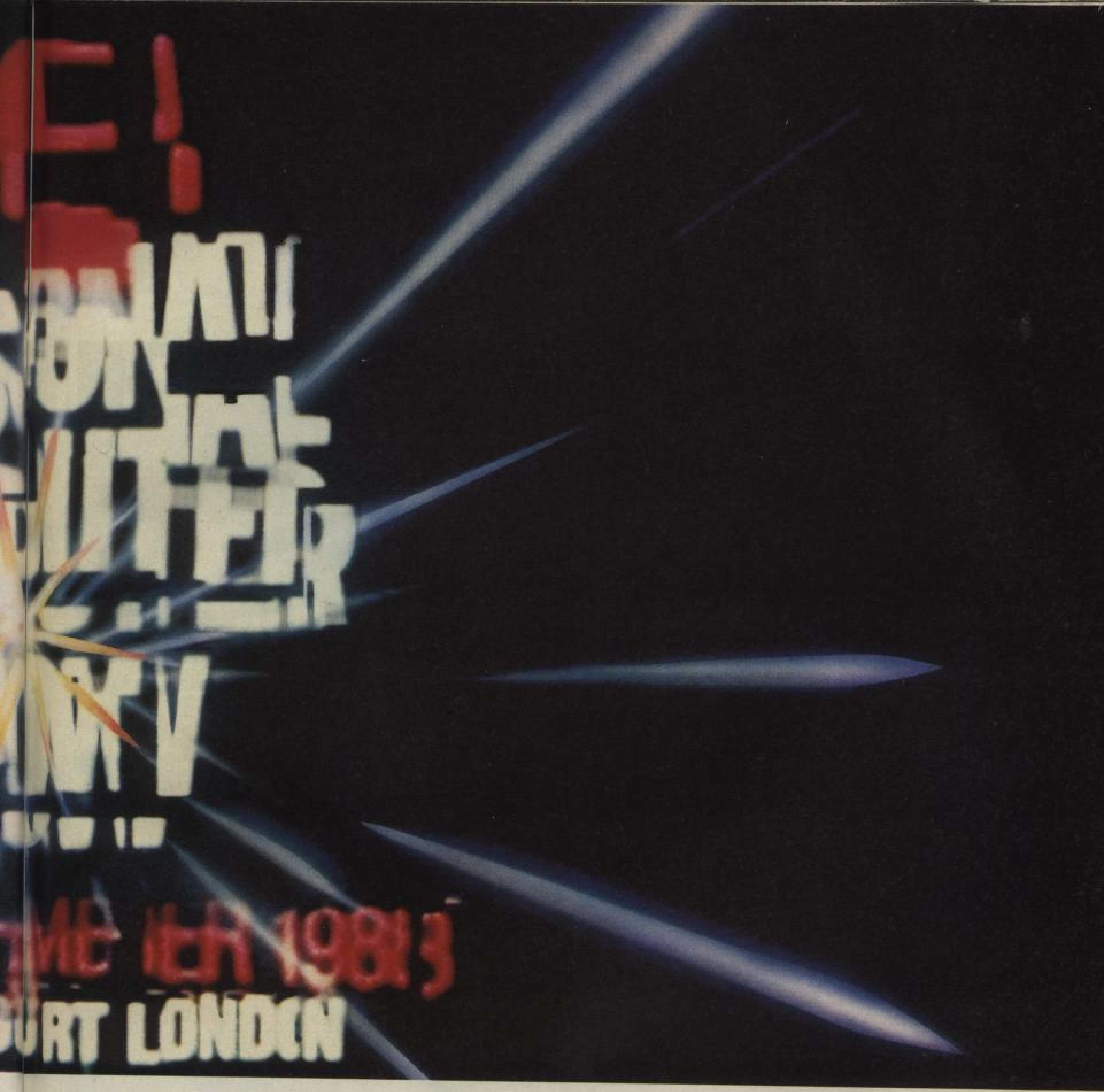
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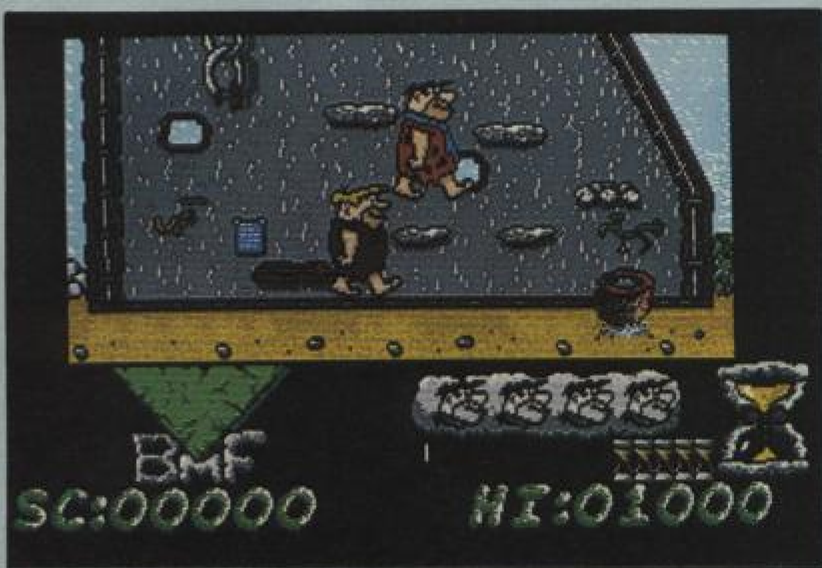
So if you think you've given the current batch

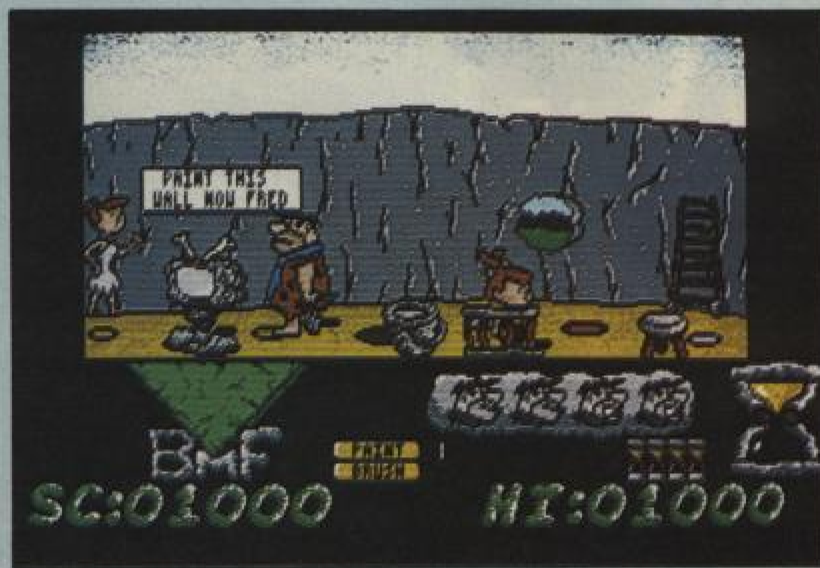
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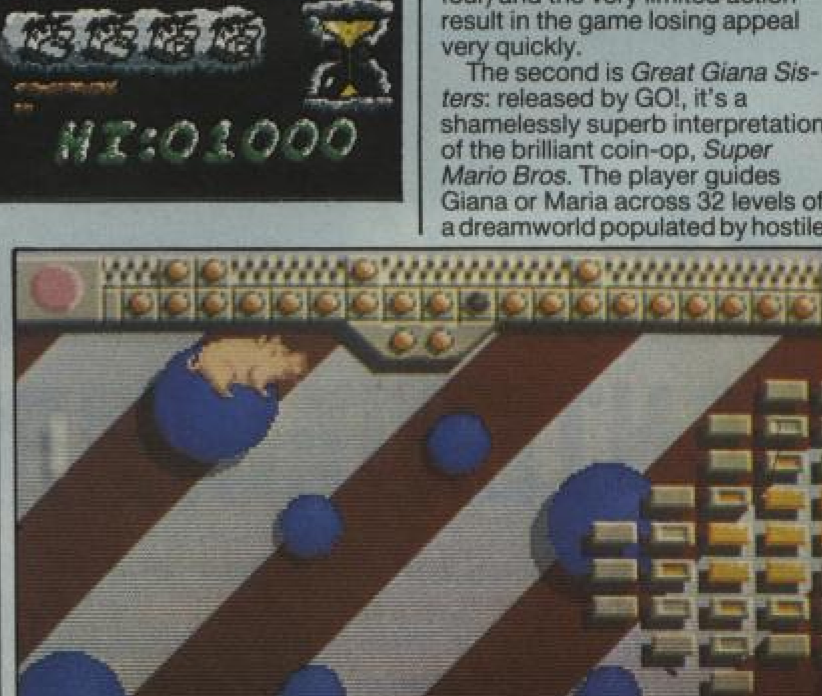
As usual, the quality of Amiga software this month veers between mediocrity and brilliance. The most outstanding is Firebird's long-awaited conversion of *The Sentinel*. Tagged onto the basic 8-bit concept are a HELP function (an overhead view), more colour and a much faster screen update. The unusual optional soundtrack is disappointing, but the sound effects are brilliantly atmospheric. It's by far the most polished and frenetic version of this highly original and classic concept.

From Grand Slam Entertainments comes an interpretation of those Hanna Barbera Prehistoric Americans, *The Flintstones*. It's set over four scenes which involve painting, finding Fred's car wheel, spending a night at the bowling alley and rescuing Pebbles; none of which offer very much depth or playability. The graphics and sound are both uninspired, and the tedious gameplay does little to encourage lasting interest.

Rainbow Arts' latest forays into the 16-bit field have produced one average and one excellent game, the first of which is the upgraded 8-bit *Breakout* variant, *Jinks*. The graphics are colourful, the scrolling smooth, and the music impressive, but the lack of levels (only four) and the very limited action result in the game losing appeal very quickly.

The second is *Great Giana Sisters*: released by GO!, it's a shamelessly superb interpretation of the brilliant coin-op, *Super Mario Bros*. The player guides Giana or Maria across 32 levels of a dreamworld populated by hostile





lobsters, bouncing blobs and other terrifying (but cute) creatures. Boasting arcade quality backdrops, appealing music and immediately compelling gameplay, it's one that shouldn't be missed.

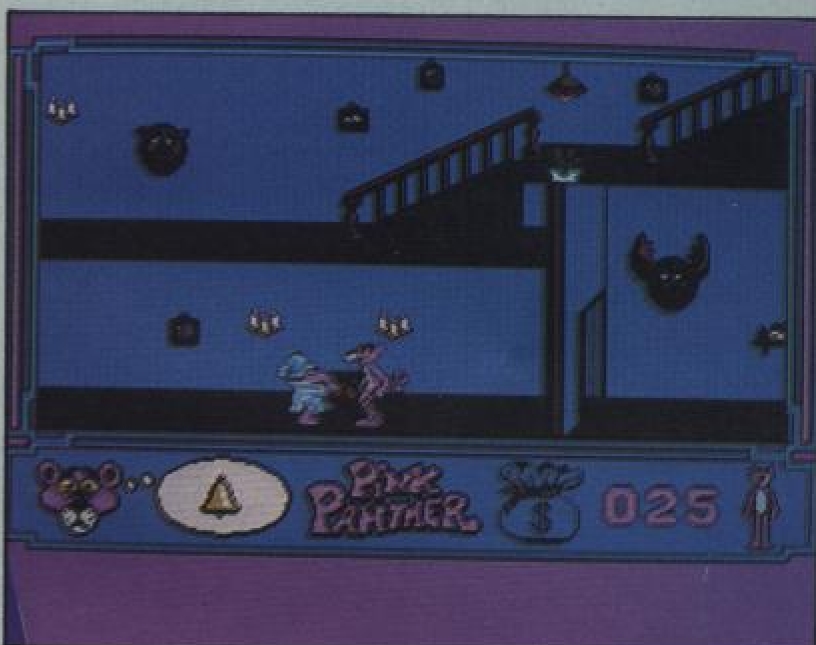
US Gold's conversion of *Rolling Thunder* is a barely mediocre attempt: the arcade music is nearly all there, but the graphics leave a lot to be desired. The scrolling is jerky, the characters slightly

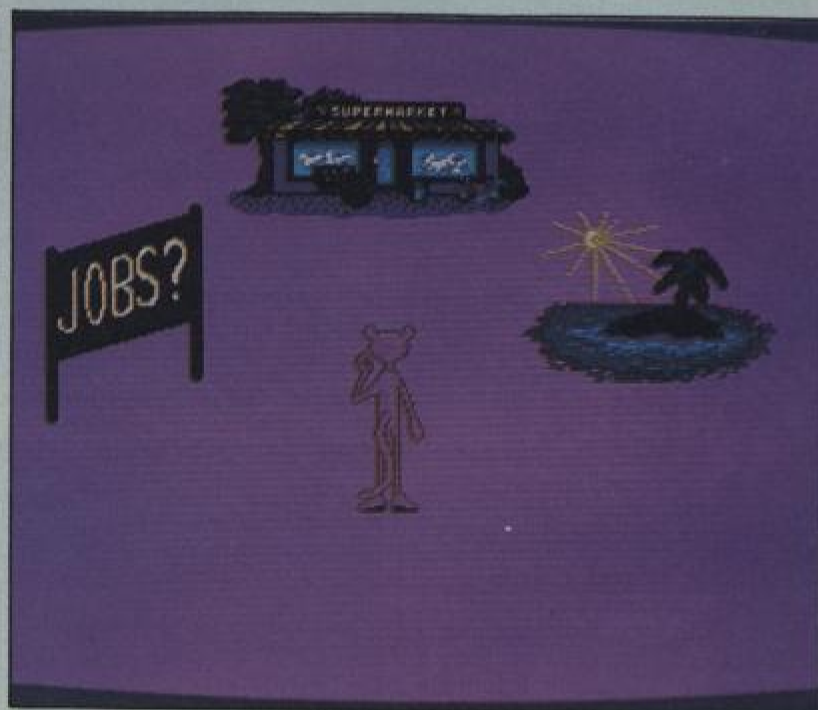


blocky and the backdrops fairly bland: more detail and action would have improved the basic (but compelling) action.

The 16-bit version of Sensisoft's classic *Wizball* boasts graphical





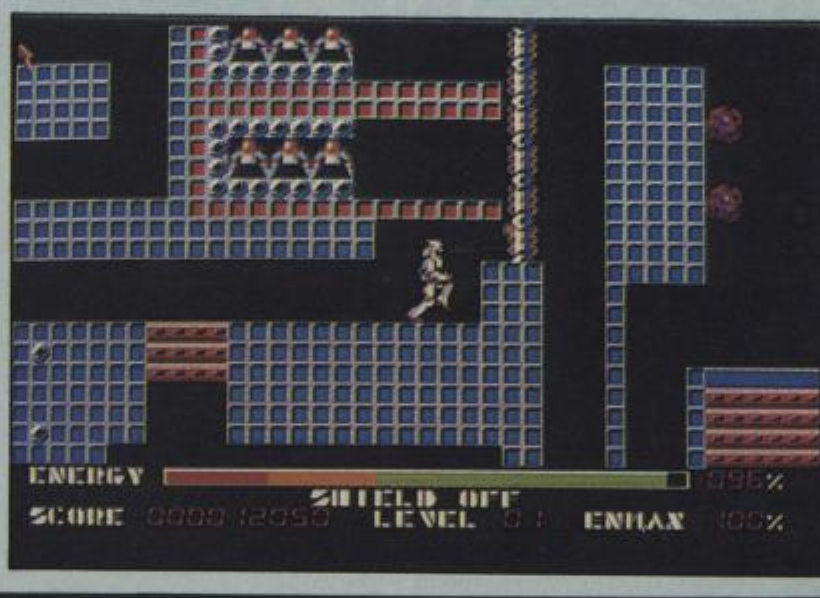


improvement but a less playable game. The sound effects are excellent, with effective drum beat laser fire, but the music isn't as appealing as the 64 version. A combination of the small playing area, lack of rapid firepower and some annoyingly fast alien patterns tends to make games short and sweet. With two players it's quite enjoyable, on your own it's annoying.

Pink Panther has arrived on the Amiga courtesy of Magic Bytes, but doesn't quite achieve the licence's potential. It's a two-way horizontally scrolling arcade adventure in which our bendy pink friend attempts to rob a house whilst its owner is asleep. However, a combination of dull presentation sequences and a fiddly control method weakens the gameplay.

Thexder, programmed in Japan and released by Sierra, is a four-way scrolling shoot 'em up, the player taking control of a transformer robot in multiple attack scenarios. Although its graphics and sound are very simple, the game is quite compelling because of the ability to take control of an android or jet against 20 different kinds of alien. It's not bad, but for the price it would be better to take a look first.





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BRITAIN'S BRIGHTEST COMMODORE MONTHLY!

KANE AGAIN



Marshall McGraw, that Mastertronic *Impossible Mission* lookalike, is about to six-gun his way back to the 64 in *Kane II*. Plenty of shootin', rootin' and tootin' is promised; if it's as funny as the first, there should be some hootin' too. Either way, the game will sell for £1.99 and will be available soon.

MICROCOSMIC PROSE

The latest news from Microprose – publishers of brilliant simulations such as *Project Stealth Fighter* and *Gunship* – is their joint marketing deal with American publishers, Cosmi. Until now the American company's British releases have been handled by US Gold, but they now feel their 'new and sophisticated packages' would be more suited to Microprose's style.

The fruits of this labour will appear in three new games over the coming months: *Defcom 5*, *The President is Missing* and *Super Huey III*. Watch these pages for more details!

BIG GEORDIE SOFTIES

Tynesoft, those popular people from Paul's patch are due to release the third and latest in their *Four Great Games* series. The only one of this queer quartet reviewed in ZZAP! is Mikro-Gen's *Equinox* (83%, Issue 18), a pretty smart flick-screen arcade adventure involving some devious puzzles. For the record, the others are *Mousetrap*, *Big KO*, and *Darksyde*: retailing at £3.99 on cassette and £5.99 on disk, they're currently available at your local software stockist.

A BUNCH OF FIVES

Virgin's current crucial compilation is *Now Games 5*, comprising a collection of the good and the not-so-good. Here they are in alphabetical order for your delectation: *International Karate* (91%, Issue 14), *Hacker II* (88%, Issue 18), *Prohibition* (49%, Issue 30), *Rebel* (61%, Issue 29), *Street Hassle* (80%, Issue 32), *Kat Trap* (55%, Issue 28). It's not the best *Now Games* compilation around, but for the price of £9.95 on cassette and £14.95 on disk, it's well worth a look.

ENCORE UNE FOIS

Elite have at last entered the increasingly competitive and currently hyperactive Commodore budget market with a new label, appropriately entitled Encore. Elite pledge that their full-price multiformat software will not be released at a budget level until after a period of at least three years. Meanwhile, the new label will adopt the theme of calling upon the 'classics' from the Elite back catalogue, and all games will retail at £1.99.

Games to be re-released in June, July and August include *Frank Bruno's Boxing* (69%, Issue 8), *Airwolf* (88%, Issue 1), the previously unreleased *Battleships*, *Saboteur* (75%, Issue 16), and *Bombjack* (47%, Issue 14). Subsequent releases will include *Commando* (77%, Issue 10) and the Sizzler *Ghosts 'n' Goblins* (97%, Issue 17).

A BITE OF THE BIG APPLE

A new software house has announced its arrival in Britain with *Oops*, which should be reviewed next issue. The Big Apple Entertainment Co (pause for breath) is the software arm of Prestwich Holdings plc, and their plans are to release four full price and 20 budget games over the coming year.

THAT TYME OF THE KNIGHT . . .



Already a hit on the Spectrum (it was awarded a CRASH smash way back in June, 1986), *Knight Tyme* is due for a Commodore release very shortly. Wrested from his home in 13th Century England, Magic Knight finds himself transported onto the deck of an intergalactic star cruiser in the 25th Century. The same Windovision system adopted in the previous MK games is applied here, as the chivalric chevalier attempts an escape. First of all, however, he needs an ID card . . .

Knight Tyme should appear some time this summer and will cost £2.99.

COMPUNET OFFERS

The latest buzz from Compunet is that their rates are now on special offer for a limited period. For only £26.90, apart from the basics, you'll get a free Modem and a quarterly subscription for unlimited off-peak logon time . . . Meanwhile, for all you fans of CNET, and anyone else who's interested, keep your eyes peeled for something a little special in next month's ZZAP!

COMING SOON TO A MONITOR NEAR YOU

Following on from the success of *Bionic Commandos* (awarded 90% in this month's ZZAP!), the next GO! Capcom conversion is the arcade beat 'em up, *Street Fighter*. The original is very much derivative of that ageing classic *Karate Champ* with a few extra buttons: it contains five varied levels set in different locations around the world.

As you can see from the screenshots, programmers Tiertex (*Rolling Thunder*, *Indiana Jones*) have reproduced the arcade game's huge sprites with some accuracy, even if they are a little on the chunky side. Each level has two different opponents, both with individual characteristics, and each opponent is tougher than the last. Plenty of biff 'n' boot action is promised, but to see just how it fares on your trusty 64, watch these pages for a review next issue.

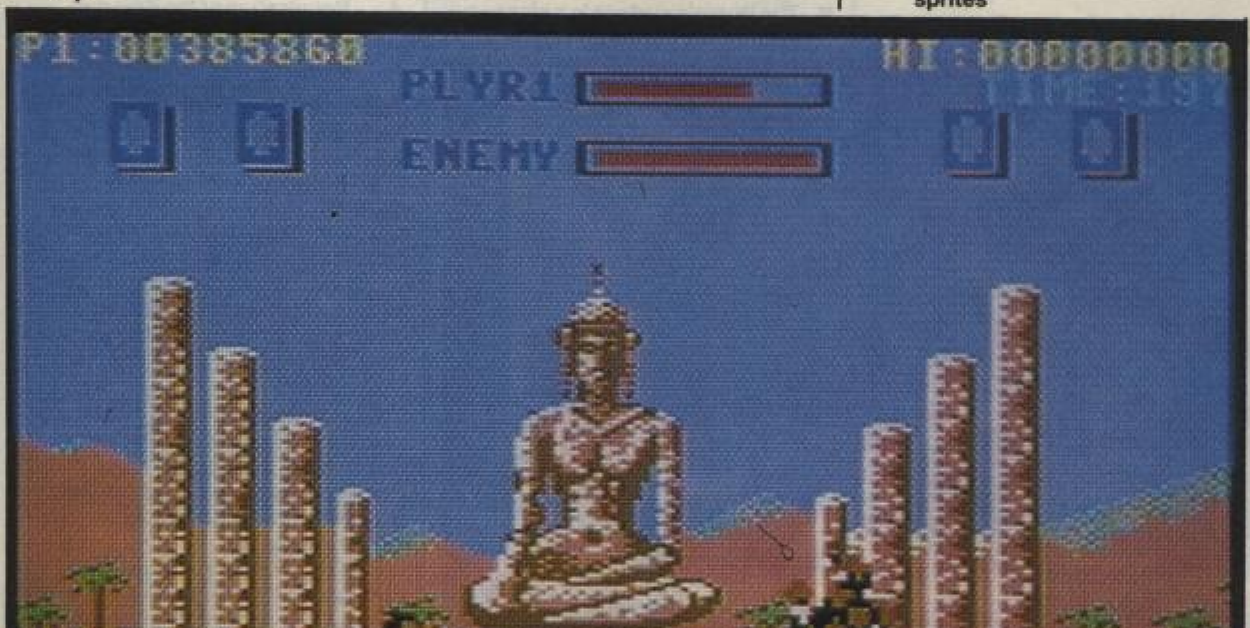


▲ Tiertex continue their trend of arcade conversions with chunky sprites

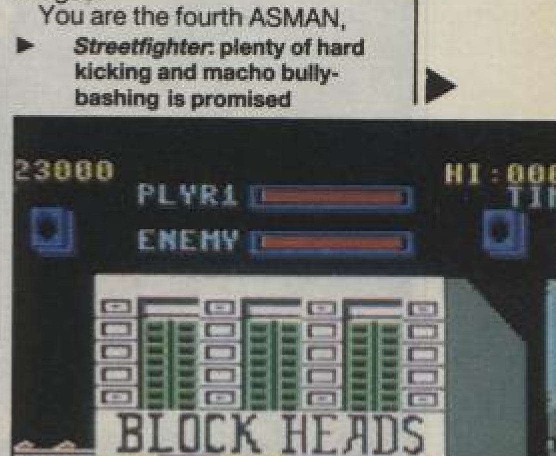
The latest word from US Gold is the imminent release of *Dream Warrior*. In the distant future of an unknown universe the fate of an alien world is decided by Mega Corporations. These in turn are watched over by the sinister Focus Fellowship, who have the collective ability to focus demons from the dark side into the dreams of their opponents. Ocular, the most powerful dream demon of them all, has linked the dreams of three astral scientists, ASMEN, and imprisoned their psychic images.

You are the fourth ASMAN,

▼ One of the five levels in GO!'s conversion of the Capcom coin-op



► *Streetfighter*: plenty of hard kicking and macho bully-bashing is promised





▲ The floors of Megabuck Inc hold some pretty nasty surprises around every corner



▲ Only rugged macho men need apply for these rigorous muscle-racking exercises



▲ Ocular's ocular orifices must be destroyed in the final conflict



▲ Penetration of the dreaded Ring World is by no means easy . . .

▼ The Wyrm's surface is a place you won't want to stay on for long

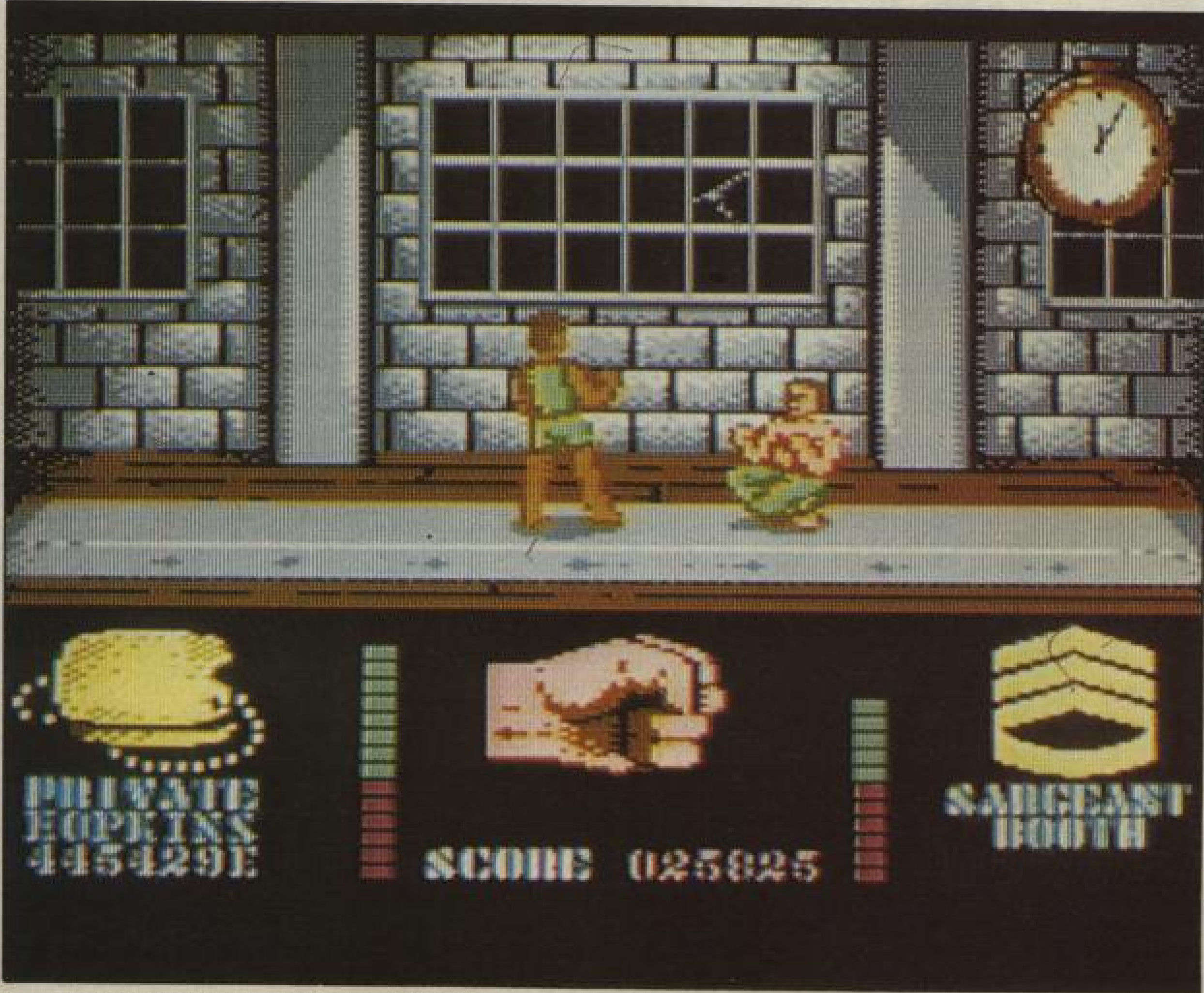


dedicated to liberating your partners and defeating Ocular in the final conflict. US Gold promise 'a kaleidoscope of psychological warfare': the version that we've seen isn't too spectacular, but if you want the definitive evaluation, you'll just have to wait for the fab review next month, won't you? The game will be available at £9.99 cassette and £11.99 disk.

Paul Hardcastle's innovative single *Nineteen* is n-n-n-now celebrating its fourth year; Cascade have announced that their interpretation of it is n-n-n-nearly ready.

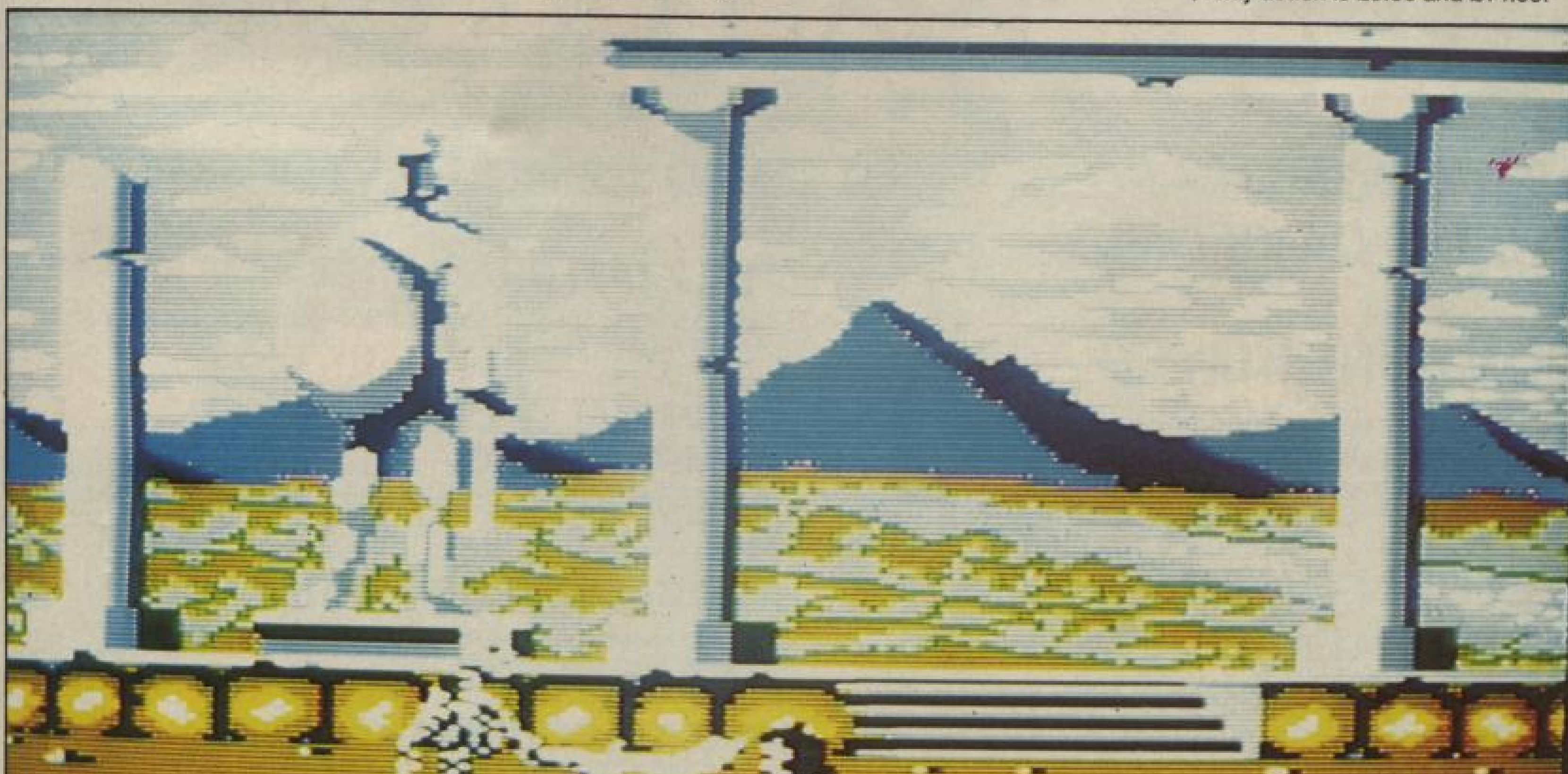
Nineteen Part 1 – Boot Camp puts you in the fatigues of a drafted foot soldier, about to endure the rigours of basic training.

Never allowed to rest, your drill sergeant takes you through a series of exercises, each assessing different characteristics – such as co-ordination, stamina and morale. If you want to find out how hard you really are, it's on sale at £9.95 and £14.95. Meanwhile, *Nineteen Part 2 – Combat Zone* is in the pipeline, and will take the super-rugged super-fit trainee into



▲ N-n-next f-f-from C-C-Cascade, i-i-it's *19*

▼ Smart graphics characterise Gremlin's classically bent hack 'em up



the horrors of war. Watch this space!

The second imminent release from Cascade is *Ring Wars*, which promises intense 3D vector action set in an alien universe. The purpose of the Ring Worlds was to locate *uninhabited* planets and bleed them dry of nutrients. Unfortunately, a programming design fault created autonomous thought in the automatic servants, with the result that hundreds of the Ring Worlds are now out to explore the universe, on a seek and destroy mission.

Your squadron is scrambled as multiple targets lie ahead of you: it's up to you to decide which presents the greatest threat. An array of sophisticated intelligence gathering devices are available for probing and engaging the enemy forces, with the ultimate target being the major Ring World itself. If you like the story so far, it's £9.95 and £14.95; if you're dubious, look out for Issue 40 of ZZAP!

Finally, from Gremlin Graphics is *Hercules – Slayer of the Damned*. The mighty warrior, the son of the gods, is outcast because he committed the sin of murdering his children. To exonerate this misdeed, he is set 12 awesome tasks: armed by the divine fathers, he sets forth to face hideous skeleton hordes and ultimately to overcome the evil minotaur. The price of all this classical hack 'n' slay action is £9.99 and £14.99.

ZZAP! 64

FORTHCOMING ATTRACTIONS . . .

NEXT MONTH – FOR THIRTY DAYS ONLY

COMPUNET LIVES

We jump into a waiting automobile and point the bonnet towards Middlesex to see what makes the illustrious communications service tick (and also what makes it go BEEEP! BEEEP! SKRZZEEEKZZ! SKRAAAEEEKZZZ!).

RETURN OF THE CNET PAGE

Illustrious CNET personality, Jason Gold, returns bringing ZZAP! readers the word on what's new and nifty on the NET.

THE ZZAPTIONNAIRE RESULTS

We discover just what you, the readers, think of ZZAP! and the home computer scene in general.

AND AS USUAL THERE'S . . .

THE ZZAP! CHALLENGE

Thrills, spills and hospital bills as the Scorelord organises another clash of mighty egos in the ZZAP! arena.

COSMICALLY COLOSSAL COMPETITIONS

Have some fun and put yourself in line for some B-I-I-I-I-G prizes at the same time.

TYPICALLY TERRIFIC TIPS

Play and win with powerful POKEs and handy hints which'll knock even the most determined socks off.

AND (OF COURSE) ALL THE LATEST REVIEWS, NEWS AND PREVIEWS

Next month we'll be looking at *Dark Side*, the sequel to *Driller*, *Vixen* from Martech, *Oops!*, a brilliant puzzle game from newcomers Big Apple, *Games: Winter Edition*, *Shackled* and *Roadblasters* – and of course, anything else we can cram in . . .

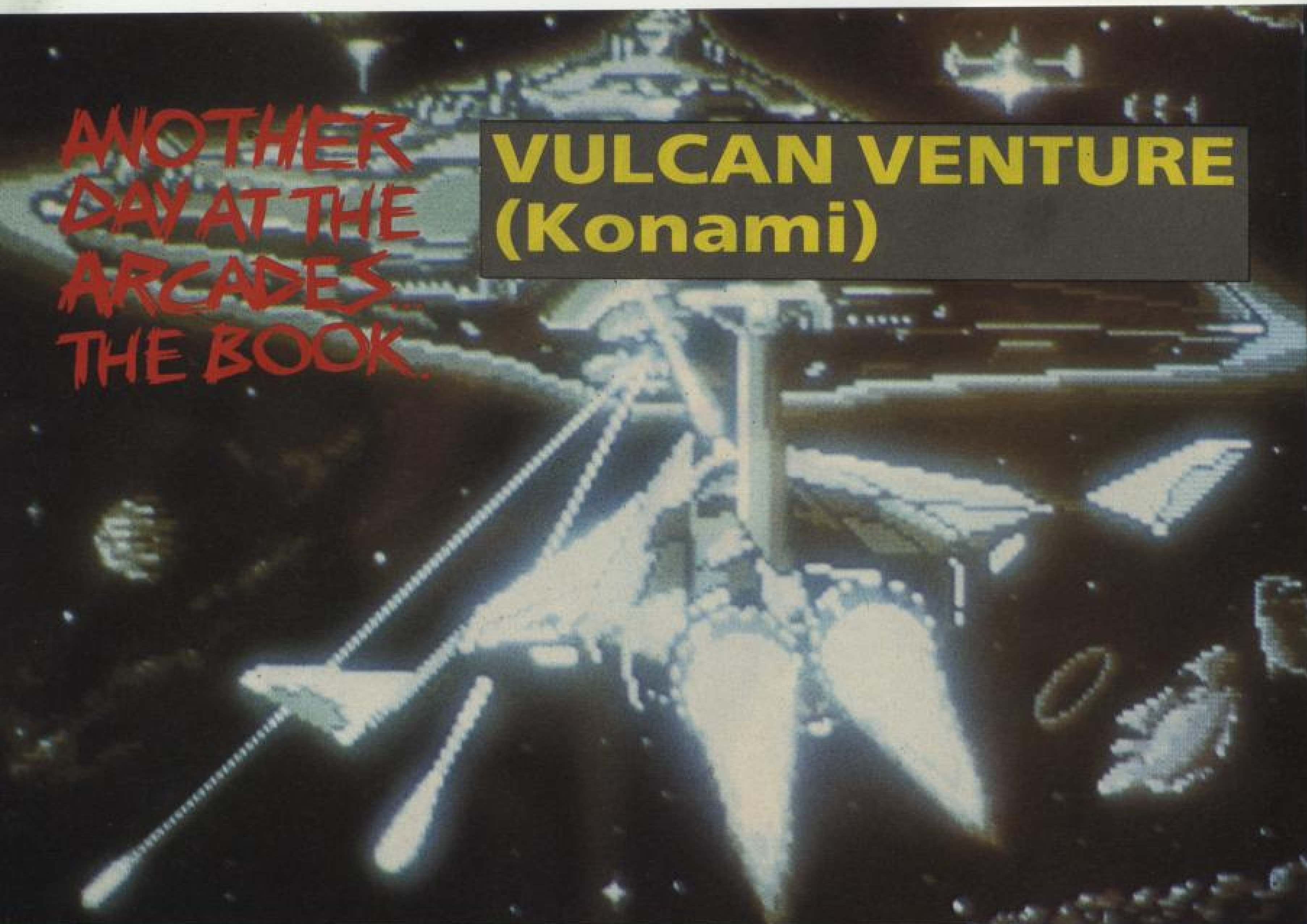
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KONAMI'S ARCADE COLLECTION
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NEMESIS
Plays a knockout frantic farce in the classroom, locker room and the high school cafeteria. Hip-zap, door attack, throw balls and pies . . . but can you make him hand his love letter to his girl-friend?
It's every prison warden's nightmare – the inmates have broken out. These men are hardened criminals, armed to the hilt and aren't afraid to gun you all down. Just move in, knock 'em down and round 'em up. Easy!
RESCUE THE CAPTIVES! You are a highly trained combat machine. Your mission; infiltrate all four enemy Strategic Defence Installations – alone, against immeasurable odds.
Eight more deadly opponents to combat as you advance to become a black-belt master. Authentic fighting moves with 4 different locations.
Our hero has finally mastered the secret martial art "CHIN'S SHAO-LIN" but is trapped by triad gangs. With kicks and other secret powers, escape from and travel SHAO-LIN'S road to freedom!
The planet Nemesis, is now under an all-out space attack beings from the sub-space star cluster of Bacterion. You will need all your courage and concentration to win. Get ready to blast off!
HYPER SPORTS
Continuing the challenge where 'TRACK and FIELD' left off. Archery, Skeet Shooting and Weight Lifting are just some of the featured events to test your skill and stamina.
You can almost feel the tension of the big match breaking through the screen . . . the expectant crowd is almost on top of you! You return the service with a Top-spin Backhand, then a Forehand Back-spin, the ball bounces high from your opponent's looping, defensive lob . . . SMASH! . . . a great shot opens the score . . .
PING PONG
JACKAL
Get into this and you'll never get out . . . The plan – codename JACKAL – is to drop a squad of 4 crack troops behind enemy lines. Rescue a group of prisoners and whilst under attack, deliver them to helipads. Their final objective is to knockout enemy headquarters. Simple eh?
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Screen shots taken from Commodore version
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FREE WITH
ZAP! 64
ANOTHER DAY AT THE ARCADES... THE BOOK.

VULCAN VENTURE (Konami)



In 1985 came *Nemesis*, Konami's mould-breaking horizontally scrolling shoot 'em up which pioneered progressive weaponry and features some absolutely stunning graphics and sound. A year later *Salamander* arrived on the scene, boasting a dual player option, alternate horizontally and vertically scrolling levels, and a more impressive armoury.

Now comes *Vulcan Venture*, the third in the *Nemesis* series. The player's ship is the same as the one that appeared in *Nemesis*, but features four different progressive armouries, one of which is chosen at the start. The default armoury is identical to *Nemesis*, whereas the other three contain such delights as ripple lasers, photon torpedoes, pulse lasers and tail guns. Each has its own advantages and disadvantages – it's up to the player to choose one to suit his own playing style.

When the weapons system is selected, play begins. First of all the obligatory retarded aliens float their way towards the ship in convenient lines – just ripe for blasting. Start collecting the pods they leave behind, and you can save up for some bigger and better weapons.

Progress a little further and the screen scrolls vertically as well as horizontally – to allow the ship to negotiate the huge, flaming suns it encounters. Long, fiery serpents wriggle spectacularly from the glowing heavenly bodies and pursue the Vulcan, spitting great gobs of glowing gunge. This is where the extra weaponry proves essential as you blast the giant space-worms in the head before they trap the Vulcan with their tails.

It's pretty tough going through the first level, and to cap it all there's a huge laser-



spitting Phoenix at the end, who won't let you pass on pain of death. The giant bird is beautifully animated.

The second level looks like something out of Hans Rudi Geiger's *Necronomicon*, with the ship blasting its way through a dense *Alien*-esque network of deadly webbing and organic growths. As well as clearing a route, the player also has additional worries in the form of uncomfortably accurate gun emplacements, rocket launchers and alien generators. Blast all the way through to the end of this level and a giant alien crustacean awaits to blast the Vulcan to kingdom come.

On later levels the Vulcan is guided through a storm of giant crystals and negotiates a tortuous, speedily scrolling passageway, complete with opening and closing doors.

Vulcan Venture is a sensational blaster, and exhibits some incredible graphics and a thumping good soundtrack. The general presentation is superb, with an attract mode showing pictures of the two previous games, and there's also a very useful continue game option, which proves vital for players unfamiliar with the game. The playability is superb, and although hardened *Nemesis* players shouldn't have too many problems mastering the game, the average gamer should find it challenging and very addictive.

We wait for *Nemesis IV* with baited breath . . .

VIGILANTE (Irem)

Data East's ageing but fertile *Kung-Fu Master* format has spawned many clones, and Irem's latest, *Vigilante* is another addition to that great big happy horizontally scrolling kung-fu family.

The lovely Madonna has been abducted by a gang of tab-smoking, beer-drinking thugs and Mr Vigilante 'must take the law into his own hands' (oo-er) and go to her rescue. The player takes control of the vigilante in question – a real 'ard geezer (you know he's 'ard because he's wearing Ninja espadrilles) and sets off down the street to rescue the luscious one. Naturally the street is a-teeming with thugs, who just happened to have got wind of Vigilante's plan, and they're out to stop him. Skinheads with low foreheads rush in from either side of the screen, fists raised to do the vigilante. However, a quick flash of his espadrilles should send them from whence they came. The hero is also nifty with his fists, and gives any oncoming skin a bunch of fives he won't forget in a hurry.



As play progresses the vigilante comes up against thugs armed with nunchukkas, guns and Ninja stars. If these are dispatched, they drop their weapons which may be picked up by Mr Vigilante and used against others. At the end of each level is a super-thug who is confronted and beaten up before play progresses to the next level. Just to make things worse, the action is played against a constantly decreasing time limit, which adds plenty of pressure.





Even though *Vigilante* treads a well-worn path, it proves plenty of fumpin''n' fightin' entertainment, helped considerably by the excellent sound effects and neat graphical touches. *Vigilante* doesn't quite match the high standards of *Double Dragon*, but offers some very enjoyable video violence nonetheless.

KAGEKI (Taito)

If you still haven't got tired of the one-on-one combat game format, here's an oddity that should be of interest. Although *Kageki* is another pretty straightforward addition to the genre, it has a novel approach in its strange cartoon-style graphics.

Kageki follows the story of an everyday oriental gang of bloated-headed ruffians who stumble across a horrid goody two-shoes of similar visage and decide to beat him up – one at a time. The player takes control of the nice guy, who proceeds to defend himself as the gang attack one by one.

The action is set in a typical downtown alleyway, with the gang members sitting around the two-screen scrolling arena. The first opponent to step up for a trouncing is a greasy spiv with a quiff, who immediately sets about the hero with fists and feet. The player fights back with his fists only – quite a departure from the usual groin-removing and flying feet specials you can dish out in other fighting games. Yes, the clean-cut hero sets about the opponents in true boxing style, while the evil ones attempt every trick in the book to do him over.

Power bars at the bottom of the screen measure each fighter's strength, and it takes two or three knock-downs before an opponent finally departs to push up daisies. A defeated opponent is dropped down a convenient manhole by a scowling git in a yellow smoking jacket, and the next opponent steps into the ringside. As the player progresses through the levels, stranger and stranger characters are encountered, such as an acrobat, a surgeon (complete with white mask), greasy fatty, escaped convict and, finally, the boss himself – a hard case with chronic taste in clothing.

The graphics throughout are excellent, with the laughable characters sporting oversized heads and tiny legs. Each one is nicely animated, with some great comic touches, such as their changing expressions and look of surprise as they're socked in the mouth! *Kageki* isn't a brilliant game, but if you're a fighting fan try it out.



ANOTHER DAY AT THE ARCADES... THE BOOK.



SUPER RANGER (Suna)

It's instantly apparent that *Super Ranger* is a *Rolling Thunder* variant – not only is the graphical style very similar, but the animation on the heroes and hostiles is identical and they also follow similar attack patterns. Having said that, *Super Ranger* does have several improvements over *Rolling Thunder*, including a dual-player option.

Each player takes control of a Super Ranger, a well-tough soldier of fortune who wears a whacky tracksuit, and who has to penetrate deep behind enemy lines in order to destroy an evil despot, a task which involves negotiating a hazardous horizontally scrolling landscape packed with hostile troops. Both rangers are armed with machine guns, and also have a limited number of grenades to bung at the enemy, and they can also make use of objects the are occasionally found on the floor.

The action is very reminiscent of *Rolling Thunder*, with similar two-level platform-type action. The going is pretty tough, and a two-rangers partnership is almost essential to the completion of some of the later screens. *Super Ranger* is a fairly mediocre offering, but isn't the sort of thing that'll keep you playing for long.

HAUNTED CASTLE (Konami)

Dear Katie,
My fiancé and I recently got married. As we were walking up the hill to our new house, an evil Vampire appeared from nowhere, laughed in my face and abducted my virgin bride. She's currently being held against her will in his castle. I would report this to the police, but since this is 15th Century China, they haven't been invented yet. Have you any advice?
Worried Samurai, The Far East

These certainly aren't the usual marital problems I deal with! If I was you I'd put on my best battle gear, arm myself with a whip and set out to her rescue – and don't take any nonsense from the fella with the fangs.
KB

Well, what more can yer average Ninja-in-the-street do when his beloved is nicked by a blood-sucking fiend from beyond the grave?

The rescue attempt involves the hero negotiating the horizontally scrolling landscape in true *Ghosts 'n' Goblins* style. The first port of call is a graveyard, where rattling skeletons descend upon the Samurai and bash him with their bony hands and feet, each hit reducing his energy bar. This is where the whip comes into play – one lash and the skeletons crumble to bones. Sometimes they drop glowing hearts, which are automatically picked up when run over. In times of stress, these are thrown at the enemy and explode like grenades, destroying all. As well as skeletons, zombies emerge from underground, rotting flesh flapping in the breeze, which again drop hearts when they're whipped.

It never rains but it pours says the old adage, and in *Haunted Castle* this is true. At the end of the first level the heavens open and the rain comes down like stair rods – it's certainly not the Samurai's day. Just to make things even worse, rocks from a nearby wall fly towards the hero, and unless they're whipped to dust quickly, they crush him to death. When all the bricks have flown, the sun once again emerges and the Samurai continues on his ramble.

As the player penetrates deeper into the Vampire's domain, firey pits, Medusa and her minions, giant trolls and the Vampire himself make the rescue attempt even harder. Extra weapons are available – a torch, dynamite, timer, boomerang and a crucifix – to help the hero on his way.

Haunted Castle offers the same old *Ghosts 'n' Goblins* type stuff, but in a different package. It's by no means a bad game, but once you've had a couple of goes you get those seen-it-all-before blues. Despite some great touches, like the pouring rain, complete with digitised rainstorm effect and pretty graphics, there's nothing to distinguish it from the rest of the genre.



NINJA WARRIORS (Taito)

A new set of conversion boards have just been developed by Taito especially to work with their unique three-screen monitor, previously used for the rather bland dual player horizontally scrolling shoot 'em up, *Darius*. Taito claim that *Ninja Warriors* incorporates the best ideas from three-year's-worth of coin-ops. To the rest of us it looks like a pretty neat two-player martial arts game.

Each player takes control of a well-hard bionic Ninja (the deluxe version with go-faster stripes and nodding dog) and proceeds to stroll along a horizontally scrolling landscape. Both Ninjas are armed with Shuriken stars (for chucking at oncoming hostiles), and swift 'n' nifty knifes for dishing out a quick apré mortem to those who dare get in their way. Neither of these are hard men without a cause, and the two are off to defeat an evil dictator and his entire army to restore peace to the land. A difficult task? Not on your Nellie – it's all in a day's work for yer akshual bionic Ninja.

The action starts in a dismal-looking suburb. Within seconds enemy soldiers attack, firing guns, launching mortars and grenades, flinging knives and indulging in a little kung-fu when they get near enough. Robots also attack, and need several hits with knife and star before they become scrap metal. As the end of a level appears, tanks, gun emplacements, fire-breathing warrior types (which look a bit out of place) and droves of very annoyed soldiers. Each player has an energy bar, which is depleted as hits strike home. There's a useful continue option which allows you to carry on from where you left off.

The three screens means that there's plenty of room to manoeuvre, and the game is nicely balanced so that solo warriors can progress with relative ease. The graphics are of near photographic quality, with incredibly detailed and beautifully drawn backdrops and superbly animated sprites, and the sound is befitting the action.

After the rather tepid *Denarius*, Taito have certainly turned up trumps with their three-screen arcade machine. It's far superior to *Double Dragon* in both looks and playability, and is surely the best combat game yet seen.



CHELNOV (Data East)

Subtitled 'Atomic Runner', *Chelnov* is an enjoyable horizontally scrolling action game in which the Atomic Runner in question sprints through a series of weird caverns and across strange landscapes in an attempt to reach the Statue of Liberty in New York.

Large mother monsters make an appearance and traps open up as the Runner progresses through the levels. Extra weaponry is picked up by blasting objects hanging from the ceiling and collecting the pods they yield. Advanced armoury includes super blasters, speed-ups, boomerangs, giant spinning discs and





ANOTHER DAY AT THE ARCADES... THE BOOK.

giant ring of stars. At the end of each stage a giant guardian is destroyed before a map appears indicating how far there still is to go.

Chelnov is a good game in that it's not too difficult and doesn't require perfect hand/eye co-ordination; enemies can be bounced on and the collectable weapons are powerful enough to get you far into the game on one credit, making for good progressive play. It' doesn't look terribly impressive at first, but in play it has those addictive qualities and not-too-complex control which always makes for an enjoyable game. The graphics improve tremendously the further you progress, and there are some tremendous end-of-level guardians, including a giant fire-spitting serpent. Keep your eyes peeled for *Chelnov*, and make sure you've got a pocket full of ten pences at the ready.



NEWS

A new development on the arcade front is *Krusha* – it isn't a coin-op, but a very silly and very, very sick bash 'em up cabinet game. The player wields up a hefty 'mallet' and tries to ever-so politely and with great dignity bash the brains out of plastic moles that pop up from holes in the cabinet, and the more you bash, the faster those cheeky little rogues poke their cute little heads out of the holes. The going gets pretty frenetic, and is thoroughly enjoyable!

Another sick game making its way into the arcades is Bally's *Blasted*, an *Operation Wolf*-type game set in a city ravaged by revolting robots. Speaking of which, Taito are currently tracking down illegal copies of *Operation Wolf* – they're virtually identical, but are called *Operation Bear*. If you see one, don't play it!

Konami's new race game is called *Chequered Flag*, and should be appearing in arcades very soon, and the latest video from Atari is *Vindicators*, a one or two-players tank game designed to fit inside a *Xybots* arcade console.

Capcom has *Last Duel* also poised for cabinet space, along with several other titles for 1988 and 1989 – to which US Gold already have the rights! The highly successful beat 'em ups *Double Dragon* and *Gryzor* are both to appear on the Nintendo Play-Choice 10, and finally, Sega has *Ace Attacker* and *Hot Rod* in the pipeline for Europe and the UK. The latter title is a car racing game which is apparently an *Out Run* beater!



SHINOBI (Sega)

A further addition to the long snaking queue of Ninja combat games comes in the shape of Sega's *Shinobi*. A number of terribly cute children have been kidnapped by a group of despicable overlords, (the Japanese seem to have some sort of kidnapping fixation) and it's the player's task to rescue the poor little mites who are to be found tied up throughout the push-scroll landscapes.

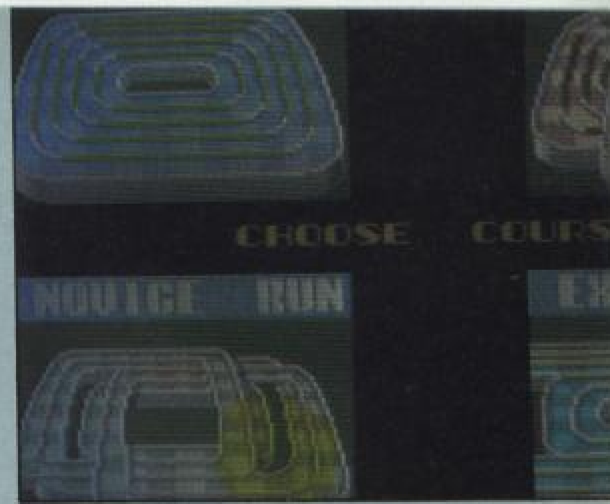
The main character – Musashi, master of Ninjutsu – jumps and kicks his way through each levelful of baddies. The mode of combat alters to suit the situation, allowing Musashi to engage in hand-to-hand combat with enemies in close quarters, and automatically use his Shuriken star-throwing abilities on those at a distance. Ninja magic can be used once per level, (effectively a Ninja smart bomb), and saving all the hostages on a level is rewarded by a variety of extra weapons.

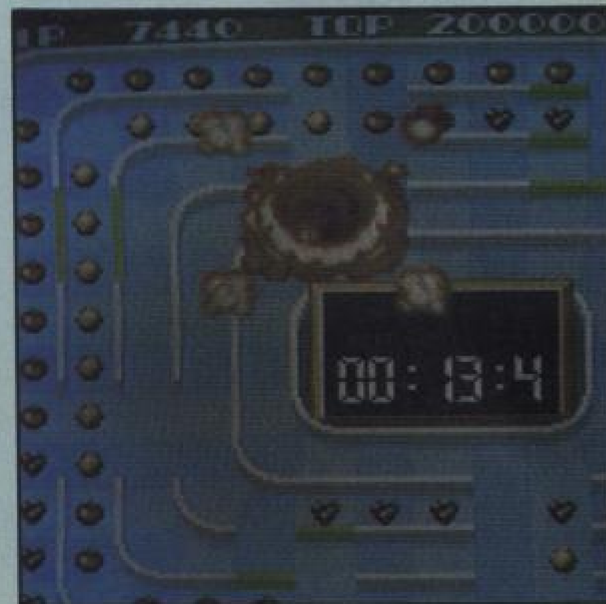
On reaching the end of each stage, the 'big boss' appears. His defeat secures entrance to a bonus screen where, using a first-person perspective display, Musashi is directed in defending himself against the onslaught of oriental assassins. Musashi kills all his assailants by precise throwing of Shuriken stars. His opponents constantly close in, leaping from platform to platform; should they get too near, Musashi is defeated and the next stage begins. However, extra lives are awarded for the elimination of all foe.

Shinobi contains five missions, of three to four levels in length, and a map is displayed at the start of each level to show what lies ahead.

Sporting some bold backdrops and large sprites, *Shinobi* is very reminiscent of an oriental *Rolling Thunder*, with bonus stages thrown in for good measure. The action is reasonably attractive, (although the sound effects are seriously lacking) but there's no real lure except for patrons of all the other beat 'em ups on offer recently.

COUNTER-RUN (Sega/Nihon)



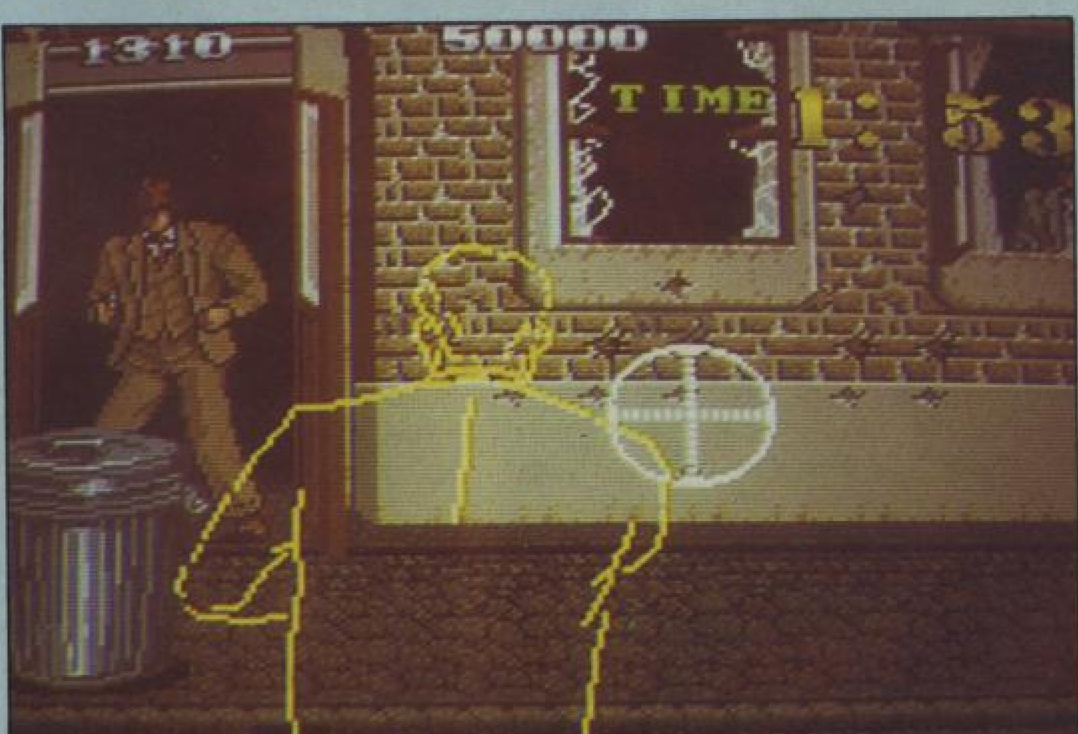


The latest blast from the past to be exhumed, dusted down and tarted up with some decent graphics and sound is Sega's *Counter Run*, a particularly flaccid version of the ten-year-old arcade car-bunkle, *Head-On*. Konami's *Fast Lane* is also a version of this ancient video, but has many improvements over the original, including extra weaponry and new twists in the gameplay. Sega's version is, quite surprisingly, a very straightforward no-frills rehash with very little improvement on the gameplay. The player takes control of a car and drives around a maze collecting fruit while changing lanes to avoid oncoming rival cars.



A turbo boost option is available and cups can be collected to stop other cars and give the score an extra boost, and later levels boast some whacky maze layouts, but unfortunately there's just not enough variety or addiction to hold interest for more than a couple of goes – it's just too repetitive. To put no finer point on it, *Counter Run* is rubbish, and a very surprising release from Sega, whose pedigree includes such greats as *Afterburner*, *Out Run* and *Alien Syndrome*.

DEAD ANGLE (Seibu)



An unusual coin-op, *Dead Angle* could easily have been converted from Infogrames' home micro game, *Prohibition*, being a cross between *Empire City 1931* and a period *Operation Wolf*. Set in America during the Roaring Twenties, the game follows the player's efforts in rescuing his beloved girlfriend who has been kidnapped by a gang of hoodlums (original scenarios are few and far between these days). Deciding to fight fire with fire, the player embarks on a mission where pump-actions speak louder than words.

A free-floating gunsight is positioned around the screen as you blast your way through the streets which are lined with members of the gang. A limited number of grenades is also at your disposal for the mass destruction of opposition.

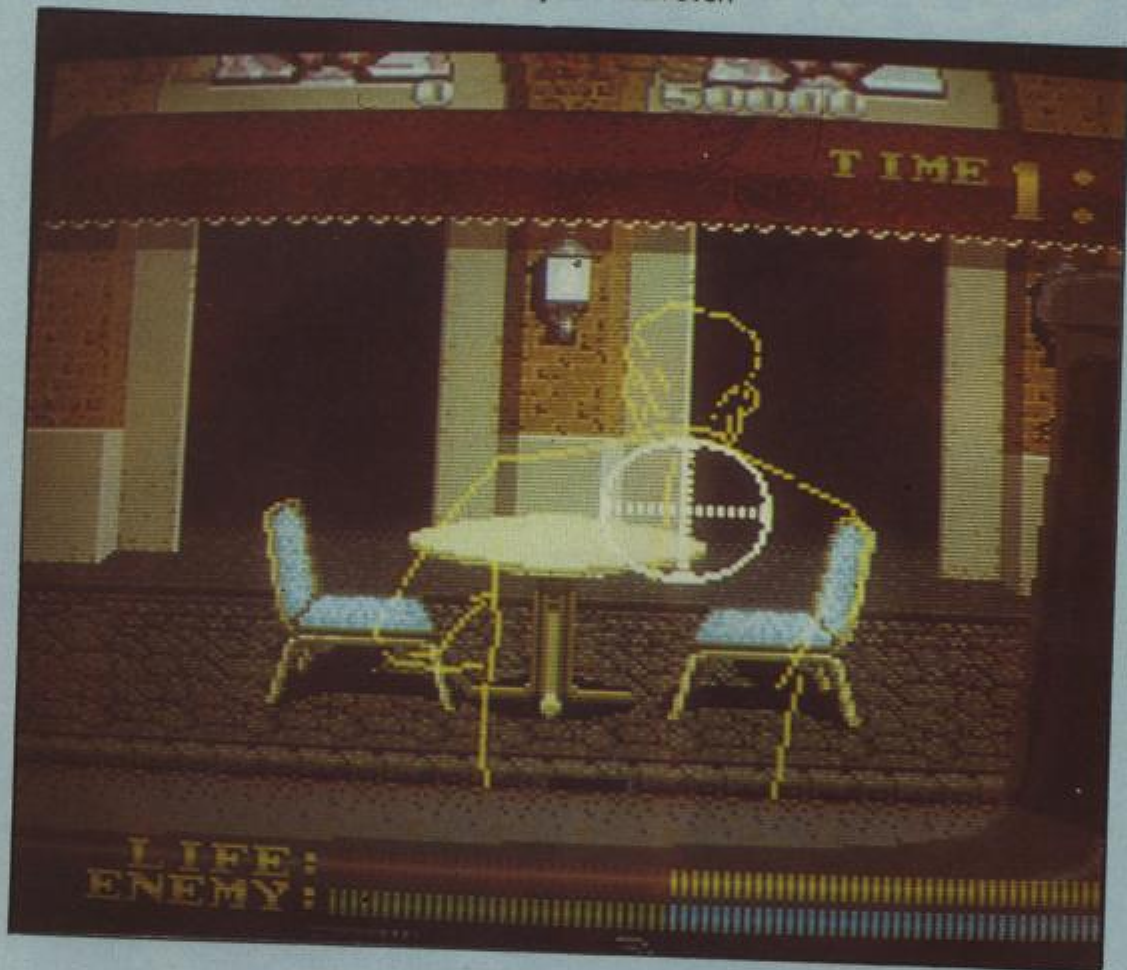
The landscape is horizontally and vertically parallax push-scrolled along, and provides a variety of objects behind which the player can hide from return gunfire. Each level has to be secured within a time

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limit and failure is presented in a smart, bloody red-out.

The atmosphere generated is suitably tense, but on the whole *Dead Angle* is a fairly tepid affair; not one to lose much cash over.



RABBIT PUNCH (Taito)

Also released as *Rabio Lepus* under the auspices of V-Systems, Taito's *Rabbit Punch* is a sort of *Side Arms* meets Watership Down. One or two robot rabbits set out on a horizontally scrolling mission of tension, excitement and large orange vegetables in an attempt to save two young bunny-girls in bondage and an old man called King (suspiciously dressed in a rabbit costume, and similarly tied up) who have been kidnapped and secreted individually in each of the game's three sections. The mission begins on board a large spaceship, progressing via an asteroid base to reach its conclusion on the surface of the target planet itself.

The robo-bunnies are equipped with a supplies of bullets and smart bombs which are replenished along the way by shooting tins of carrots and collecting the vegetables thus revealed.

Both cute rabbits fly, and can walk along the ground in a beautifully animated sequence. There are some odd parts to the game: sampled speech tells you that 'red nipples are instant' (well, that's what it sounds like to us), and that you should 'destroy enemy Mazda' – an evil beast which looks not entirely unlike a robotic donkey! Once this devil incarnate and his minions have been despatched, a carrot bonus screen appears where both players collect as many falling carrots as possible, before one touches the ground, ending that round.

The game sports some smart graphics and is an unusual, but humorous and playable game which should have you piling in the ten pees – for a while at least.



GAUNTLET I/II (Atari)

To get the most out of Death, shoot him eight times before zapping him with a potion. The order of points are 1000, 2000, 1000, 4000, 1000, 6000, 1000, 8000. By the way, you only need to shoot one Death eight times to increase the points for every other Death on that screen.



OUT RUN (Sega)

According to top players, the fastest run takes you through *Devil's Canyon*, left to *Snowy Alps*, right to *Wheatfield* and right again to *Autobahn*. Practise these to maximise your top score.

GRYZOR (Taito)

The best weapon to choose is the spray shot – not only is it useful for blasting away the enemy, it's also the best one for defeating the end-of-game giant.

720° (Atari)

Top players recommend a combination of three helmets, three shoes, one pad and one board for attaining top scores on this noisy and rather difficult skateboarding game.



ALIEN SYNDROME (Sega)

Blast and collect as quickly as possible – if you manage to finish a level before the timer reaches 100, a 60,000 points bonus is awarded.

ROLLING THUNDER (Atari)

To get hundreds of bullets, just enter the door marked with a bullet, emerge and walk a few screens right, turn around and go back to the door and you're able to enter again and collect more bullets! Keep on doing this until you've had enough . . .

SLAP FIGHT (Taito)

Here's a quick tip for those who are fed up of having to collect the stars. Insert coin, press start and leave the machine alone – don't touch a thing. When the ship is destroyed, the second one appears with a full complement of wings and homing missiles – ready to inflict some real damage. By the way, watch out because the ship moves a little on the slow side, so pick up some speedups as soon as possible.

CRYSTAL CASTLES (Atari)

The three warps are pretty well known. The first is on screen one (Level 1/1) – go behind the building, stand on the back left corner of the maze and press fire to gain 140,000 points and warp to level three (Level 3/1), where the next warp appears. To activate this you must wear the hat, run down to the middle of the hidden ramp and jump. It's the most difficult of the three warps, and requires precise timing and quick movement to execute the warp before the hat runs out. A successful warp leads to Level 5/1 and also increases the score to 280,000. The final warp is found on Level 5/3, and is very similar to the first. Just guide Bentley bear to the top left hand corner of the maze and press jump to warp to Level 7/1. Complete another five screens to set up a warp to Level 8/1 – when you start a new game just enter the door that appears in the wall of Level 1/1 and press fire to warp to Level 8/1 with a 490,000 points bonus.

This is a really neat trick: jump more than 128 times on the front corner of the first screen (where Bentley starts) to get a surprise on the next screen – don't warp, though!

If you're a very advanced *Crystal Castles* player and want to be a complete bar steward, ask a chum to play doubles. Go first, and keep playing until you finish the game. When your friend takes his turn, he won't be able to finish the screen he's on – even when all the diamonds have been collected! Two things happen here: either the bees come down and claim all his lives, or the bees don't appear and he's left wandering around the maze ad infinitum – or until the machine is switched off.

HANG-ON (Sega)

This one's a bit of a myth, but you might like to try it to see if you can get it to work. If you play the giant sit-on version, you get an extra points bonus for completing a track without touching down. This seems a little silly because so much time is lost in doing so . . .

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GALAGA (Namco)

This tip works on any screen past Level 30. Shoot all but one alien. Let it fly past you ship 255 times. The next pass it makes it doesn't fire. Let it go past and shoot it as it comes down again. From the next attack wave onwards none of the aliens fire, allowing you to happily blast them into oblivion – just make sure you stay out of the way of kamikaze ones!

STAR WARS (Atari)

An ancient tip for those who still enjoy playing this blast from the past. You can increase scores tremendously by using the force on the third section, the Death Star run. Don't shoot anything except the exhaust port – and that means dodging everything the Empire throws at you – and a force bonus is added to your score. On the first level you get 5000 points, which increases to 100,000 on later levels.

Another tip is instigated with a great deal of difficulty and a lot of luck. If, on the tie-fighter dogfight stage, Darth Vader's ship is shot more than 30 times the player is given 27 extra shields. If you're amazingly lucky you can get 255 shields – but this is an incredibly rare occurrence.

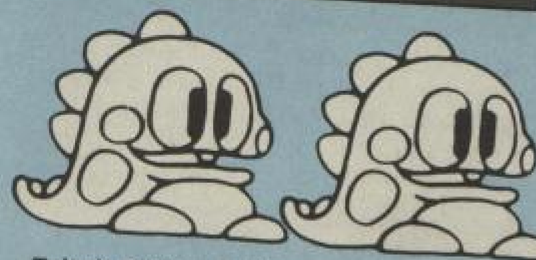
RETURN OF THE JEDI (Atari)

A tip for *Return of the Jedi* experts is to reach level eight, enter the Death Star and destroy the reactor. On the way out, ram one of the supports to destroy the Millenium Falcon and the machine puts you back at the beginning of level eight. Keep on doing this with your remaining lives, and then finish the level on your last life to get a 100,000 bonus.

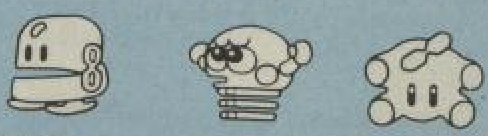
SUPER MARIO BROS (Nintendo)

Increase your score by following this neat move. On Level 3/2, jump the first turtle and follow it along at top speed, not letting it get off screen. As it zooms along it hits a long line of other creatures, netting a big points bonus and, on the last turtle, an extra life. Kill Mario as quickly as possible and repeat the move again, and again, and again . . .

BUBBLE BOBBLE (Taito)



Taito's *Bubble Bobble* is arguably one of the best platform arcade games to have appeared on the arcade scene. To help Bub and Bob, two friendly, bubble-blowing brontosaurs, rescue their girlfriends from Baron Von Bonner's clutches one, or preferably, two players negotiate all 100 levels of the Baron's dungeon, and defeat the bulbous overlord in brontosaur-to-Bonner combat. In order to make your way a little easier – although not much – here are some general hints and tips on this perilous mission!



GENERAL HINTS: If possible, wait for all the bubbled baddies to group together before bursting them, since they yield higher fruit bonuses (not necessarily vital, but they boost score tremendously).

Clearing a screen quickly causes high point targets to appear on the next level.

Bursting blue water bubbles causes a stream of water to rush down the screen, sweeping any baddies along with it. The demised meanies are then turned into bonus diamonds which fall onto the uppermost platform from the top of the screen. Generally, the water flows in the direction you are facing.

Bursting green lightning bubbles causes a spark of lightning to whizz horizontally across the screen, killing all baddies in the way and turning them into diamonds. The spark always goes in the opposite direction you're facing. Be careful not to hit your partner, since contact with lightning immobilises him for vital seconds!

Bursting fire bubbles causes a small flame to fall onto the first surface it hits, leaving a pool of fire. Contact with this is fatal to meanies, who are, once again, killed and turned into diamonds.



BONUS OBJECTS

FRUIT: Exotic fruit give higher bonus points.

CANDY STICKS: When the last bubbled meanie is burst, all remaining bubbles turn into bonus items and a larger item drops down to be collected for additional score.

TREASURE CHEST: A similar effect to candy sticks.

CLOCK: Resets level timer and alters screen colours.

WATCH: Freezes meanies allowing them to be easily bubbled while stationary.

ORANGE BUBBLEGUM: Bubble Up! – increases bubble firing speed.

PURPLE BUBBLEGUM: Bubble Up! – make bubbles travel further.

CYAN BUBBLEGUM: Bubble Up! – increases speed of bubble travel.

RED TEAPOTS: Bubble Up! – gives full fire-power.

PURPLE TEAPOTS: Smart Bomb – kills all baddies and turns them into diamonds.

BLUE TEAPOTS: Gives extra points.

PURPLE BOMB: Smart Bomb – kills all baddies for diamond bonuses.

BLUE CRUCIFIX: Fills the screen with water, drowning all baddies and turning them into diamonds.

RED CRUCIFIX: Imparts the owner with the ability to fire fireballs.

YELLOW CRUCIFIX: Causes a large bolt of lightning to zap across the screen, killing all meanies on contact for a diamond bonus.

UMBRELLA: Advances play three screens.

YELLOW UMBRELLA: Advances play five screens.

PURPLE UMBRELLA: Advances play seven screens.

TRAINING SHOE: Speed up! – the owner moves around with increased speed.

NECKLACE: Releases a bouncing, glowing ball which kills all meanies on contact, turning them into bonus diamonds.

RED RING-PULL: Endows the owner with bonus points for movements left and right.

SILVER RING-PULL: Initiates a stream of stars which fall down the screen killing all meanies in the process for a diamond bonus.

SPELLBOOK: Smart Bomb – explodes, killing all meanies.

GLOWING HEARTS: Endow Bub and Bob with temporary indestructibility – meanies are killed on contact.

POTIONS: Fill the screen with unusual icons. Collect them all within the time limit for large Bonus. HINT: If both players collect equal numbers, they each receive a 100,000 bonus!

DOORWAY: Entrance to the hidden room, which contains an extremely large bonus in diamonds!



HINTS FOR SCREEN 100: The Baron's lair! Killing this huge floating felon is achieved by jumping up the small platforms to collect the green potion bottles at the top of the screen. This allows Bub and Bob to fire lightning bubbles which, when burst, make contact with the Baron. In order to fire as many sparks as possible, collect the potion bottle and fall down the nearest wall, facing outwards. Any bubbles blown are immediately burst and the resulting spark shoots across the screen to further the demise of the Baron, who constantly floats around the screen and must be avoided since contact with him spells instant death.

Only after 100 such hits does the Baron become bubbled, and the player who manages to head-butt the bully into oblivion is rewarded by a 1,000,000 point bonus, and the end-of-game screen . . .

AMUSEMENT PLAYERS ASSOSIATION INTERNATIONAL SCOREBOARD

The American-based Amusement Players Association International Scoreboard is the World's official arcade game highscore table, and has a record of the top 100 scores for just about every arcade machine in existence. If you're interested in sending in scores, and want to join the APA, write to Amusement Players Association, PO Box 1558, Torrance, California 90505, **and don't forget to include a suitable stamped address envelope.**

The following scores are published Scores are submitted to the APA by members of the association, and the top 100 scores are

720°
526,250
Ron Perelman
06/17/87
Camelot
Anaheim, CA

1942
11,940,360
Jack Chen
10/17/86
Le Fun
Austin, TX

ALCON/SLAP FIGHT
838,050
Gary Hatt
04/25/87
Golfland
El Monte, CA

ALIEN ATTACK
4,930
Tim McVey
07/20/82
Skateland
Ottumwa, IA

ALIEN SYNDROME
459,600
Jim Jung
06/16/87
Camelot
Anaheim, CA

AEROBOTO
3,272,900
Charles Dahling
01/20/85
Space Station
Anchorage, AK

ALPINE SKI
500,00
Eric Olofson
11/23/82
Earth Station
Antioch, CA

AMIDAR
19,225,030
Todd Lamb
10/01/83
Pot of Gold
Kenosha, WI

ANT EATER
219,320
Freddie Morrish
10/09/83
Electric Pazzazz
Trail, BC (C)

ARABIAN
219,750
Chuck Futrell
11/28/84
Galaxy Arcade
Alta Loma, CA

ARKANOID
1,295,420
Joseph Feldt
01/18/87
'86 TOC
Los Angeles, CA

ARMOR ATTACK
2,009,000
Tom Larkin
N/A
Fantasia
Dayton, OH

ARMORED CAR
101,010
Roger Isetts
01/01/83
Bun&Games
Kenosha, WI

ARM WRESTLING
822,150
Mark Haber
10/10/86
Space Station
New York, NY

ASTEROIDS
30,100,100
Dennis Hernandez
N/A
N/A
Geneva, NY

ASTEROIDS DELUXE
2,117,570
Kevin Genry
12/29/81
N/A
Lake Charles, LA

ASTRO BLASTER
299,100
Gus Pappas
11/20/82
Cosmic Palace
Napa, CA

ASTRO FIGHTER
18,280
Robby Jensen
02/15/83
Bun&Games
Kenosha, WI

ASTRO INVADER
39,880
Brian Miller
01/01/83
Bun&Games
Kenosha, WI

AZTARAC
142,390
Dennis Bartlett
01/11/84
Twin Galaxies
Ottunmwa, IA

BABY PAC-MAN
8,123,380
Larry Shepard
01/02/86
Twin Galaxies
Ottumwa, IA

BADLANDS
146,080
Gary Hatt
06/28/86
Aladdin's Castle
Los Angeles, CA

BAGMAN
6,840,850
Gerry McCloskey
08/02/83
Family Fun Centre
Penticton, BC (C)

BANK PANIC
9,999,999
Gary Hatt
N/A
Golfland
El Monte, CA

BATTLEZONE
10,000,000
David Palmer
06/27/85
The Games Room
Citrus Heights, CA

BERZERK (Fast)
104,680
Ron Bailey
06/27/85
World Class Amus
Wrightsville Beach, NC

BERZERK (Slow)
178,500
Ron Bailey
08/30/82
Putt Putt Golf&Games
Shelby, NC

BLACK WIDOW
930,100
Jim Vollandt
01/30/84
James Games
Upland, Ca

BLUE PRINT
126,900
Yashiro
Oda
01/02/84
Flipper's Gold
Ann Arbor, MI

BOSCONIAN
2,913,510
Ken McLeod
02/24/83
Quinpool Amusements
Novia Scotia (C)

BOXING BUGS
2,026,220
Richard Lewis
N/A
Bun&Games
Kenosha, WI

BREAK OUT
1,029
Robby Jesen
02/28/83
Bun&Games
Kenosha, WI

BUBBLES
1,365,970
Joe Malasarte
06,27,85
Space Station
Anchorage, AK

BUBBLE BOBBLE
3,271,490
Clint Shuster
01/14/87
Galaxy Arcade
Racho Cucamonga, CA

BUCK RODGERS
1,016,495
Kelly Keenan
N/A
Fun&Games
Santa Maria, CA

BUGGY BOY
148,000 (Off-Road)
Mark Haber
06/04/86
Golfland
El Monte, CA

BUGGY BOY
151,870 (North)
Danny Carranza
06/27/86
Flipper Flapper
Brea, CA

BUGGY BOY
177,480 (South)
Mark Foster
06/27/86
Flipper Flapper
Brea, CA

BUGGY BOY
105,440 (East)
Tim Moreno
09/01/86
Aladdin's Castle
Virginia Beach, VA

BUGGY BOY
160,230 (West)
Mark Haber
08/09/86
Playland
Bronx, NY

BURGERTIME
4,978,550
Bill Mitchell
06/26/85
Supercade
Ft Lauderdale, FL

CARNIVAL
221,780
David Schooling
08/15/82
Plaza Bowl
Warrensburg, MO

CATCH-22/COMBAT
4,532,950
Douglas DePirro
06/28/86
Aladdin's Castle
Anderson, IN

CENTIPEDE
16,389,547
Jim Schneider
09/03/83
Wyde World of Fun
Spring Valley, CA

CERBERUS
101,500
Robert Haukap
06/27/85
Arnold's
Seattle, WA

CHALLENGER
349,700
Joe Startz
02/28/83
Bun&Games
Kenosha, WI

CHANGE LANES
3,208,112
Stephen Beall
12/26/83
Fun&Games
Santa Maria, CA

CHAMPION BASEBALL
1,130,560
Gus Pappas
10/08/83
Starship Video
Upland, CA

CHEYENNE
319,209,350
Donn Nauert
01/27/85
Gold Mine
Austin, TX

CHOPLIFTER
1,781,000
Charles Collins
06/27/86
Aladdin's Castle
Madison, WI

CLOAK & DAGGER
1,294,881
Charles Dahling
08/31/84
Space Station
Anchorage, AK

CLIFF HANGER
1,180,000
Steve Harris
11/05/83
Bob's IGA
Kansas City, MO

COMMANDO
2,552,100
Jeff Peters
04/05/86
James Games
Upland, CA

CONGO BONGO
883,400
Tim Collum
09/03/83
7-11 Nacogdoches, TX

COSMIC ALIEN
105,310
Ben Smestad
04/04/83
Bun&Games
Kenosha, WI

COSMIC AVENGER
117,290
Wes Hupp
11/17/82
Lost Dutchman
Monrovia, CA

CRACKSHOT
4,885,140
Pat Harmon
06/28/84
Aladdin's Castle
Auburn, AL

CROSSBOW
19,885,500
Donn Nauert
07/18/84
Market Basket
Austin, TX

CRYSTAL CASTLES
894,741
Mark Alpiger
02/14/87
Mark's Place
Louisville, Ky

DANGER ZONE
4,525,800
Donn Nauert
03/05/87
Le Fun
Austin, TX

DARK PLANET
9,954,900
Scott Young
03/01/83
Another Galaxy
McHenry, IL

DAZZLER
69,000
Richard Crawford
03/12/83
Earth Station
I Antioch, CA

DEFENDER
76,377,300
Burt Jennings
04/08/83
Outer Limits
Durham, NC

DIG DUG
4,129,600
Ken Arthur
01/20/83
Video Games
Inc Blacksburg, VA

ANOTHER DAY AT THE ARCADES... THE BOOK.

DIGGER
17,400
Mark Peterson
02/13/83
Bun&Games
Kenosha, WI

DISC OF TRON
418,200
David Bagenski
06/28/86
Aladdin's Castle
Syracuse, NY

DOMINO MAN
757,063
09/04/83
Jeff Peters
Galaxy Arcade
Rancho Cucamonga, CA

DONKEY KONG
874,300
Bill Mitchell
11/07/82
Twin Galaxies
Ottumwa, IA

DONKEY KONG JR
1,147,700
Bill Langdon
07/01/83
Apollo I Video
Abbotsfield, BC (C)

DONKEY KONG III
2,132,100
Lloyd Bromola
06/27/85
Fun Factory
Honolulu, HI

DRAGON'S LAIR
482,924
Jack Gale
09/24/83
Cloverleaf Mini-Golf
Miami, FL

DRAGON'S LAIR (Cont)
4,129,600
Ken Arthur
01/20/83
Video Games Inc
Blacksburg, VA

DRAG RACE
4.3 sec
Donovon Hellinger
02/21/83
Mr Bill's
Moscow, ID

EAGLE
108,640
Sam Blackburn
11/14/82
Light Year's Amus
Wrightsville Bch, NC

ELECTRIC YO-YO
1,079,270
Jim Matson
10/31/82
Crystal Cactus
Pensacola, FL

ELEVATOR ACTION
143,450
G Ben Carter
06/27/86
Aladdin's Castle
Fremont, NE

ELIMINATOR
50,800,500
Mark Ramussen
01/22/83
Aladdin's Castle
Fort Dodge, IA

EMPIRE STRIKES BACK
1,345,049
David Palmer
06/27/85
The Game Room
Citrus Heights, CA

ENDURO RACER
40,973,617
Jack Gale
05/20/87
Cloverleaf Mini Golf
N Miami Beach, FL

ENIGMA II
23,240
Ben Smestad
01/28/83
Bun&Games
Kenosha, WI

EXCITEBIKE
398,730
James Hillard
06/27/85
Huish Fun Center
Upland, CA

EXERION
653,400
Joe Janiac
09/01/84
Space Station
Anchorage, AK

EXPRESS RAIDER
197,200
Gary Hatt
06/28/86
Electric Raibow
Lakewood, CA

EYES
23,222,320
Roogie Elliott
08/02/83
Fun Center
Lake Odessa, MI

FANTASY
269,220
Rob Howes
04/04/83
Electric Pazzazz
Trail, BC (C)

FAST FREDDIE
22,296,540
Bert Zelton
06/26/83
Last Chance Saloon
Kewaunnee, WI

FAX
89,300
Greg Muler
10/12/84
Space Station
Anchorage, AK

FIRE CONDOR
8,920
Tim McVey
07/20/82
Skateland
Ottumwa, IA

FIREFOX (9000)
707,790
David Palmer
06/28/85
The Game Room
Citrus Heights, CA

FIRE TRAP
417,740
Gary Hatt
04/25/87
Golfland
El Monte, CA

FLICKY
4,548,540
Jonathan Long
06/28/86
Aladdin's Castle
Asheboro, NC

FOOD FIGHT
101,103,300
Ken Okamura
01/13/84
Fun&Games
Santa Maria, CA

FRENZY
4,804,540
Mark Smith
07/16/83
Putt Putt Golf& Games
Shelby, NC

FROGGER
442,330
Mark Robichek
08/30/82
Phil's Game Center
Lakewood, CA

FRONTLINE
999,990
Jeff Peters
11/07/83
Starship Video
Upland, CA

FUTURE SPY
396,350
Joey Wisniewski
10/04/86
Aladdin's Castle
Wausau, WI

GALAGA
17,999,850
Julian Rignall
03/23/85
Aberystwyth, Dyfed

GALAGA III/GAPLUS
1,320,500
Bill Bradham
06/28/86
Aladdin's Castle
Dublin, GA

GALAXIAN
389,770
Perry Rodgers
05/12/83
John Browne Univ
Fayetteville, AR

GHOSTS 'N' GOBLINS
510,500
Richard Webb
06/27/86
Aladdin's Castle
Cedar Rapids, IA

GIMME A BREAK
599
Carlos Gonzales
06/27/86
Aladdin's Castle
San Jose, CA

GLADIATOR
41,012,800
Stephen Gore
03/03/87
Le Fun
Austin, TX

GOLD BUG
173,740
Steve Peterson
08/29/83
St John's Grocery
Vancouver, WA

GOONIES
504,820
RAC Carpana
N/A
Station Break
New York, NY

GORF
2,220,000
Jason Smith
02/13/83
Gold Mine
Midland, TX

GRAND CHAMPION
137,410
Craig Sucharda
N/A
Jensen's Enterprises
Kenosha, WI

GRAND PRIX
2:04
John Pratt
01/06/83
N/A
Adrian, MI

GRAVITAR
4,722,200
Raymond Mueller
12/04/82
Chuck E Cheese
Boulder, CO

GREAT GUNS
1,794,500
Mike Burns
N/A
Aladdin's Castle
Media, PA

GRYZOR
1,483,000
Greg Gibson
06/16/87
Camelot
Aneheim, CA

GUARDIAN
1,058,420
Will Czeswinski
10/23/86
Le Fun
Austin, TX

GUNSMOKE
1,465,250
Jaime Guzman
11/04/86
Le Fun
Austin, TX

GUZZLER
465,090
Gary Hatt
N/A
Huish Fun Center
Montclair, CA

GYRUSS
41,090,450
Anthony Fodrizio
03/22/84
Video Circus
Strateford, CT

HANG-ON (Upr)
33,923,450
Richard Powell
12/04/86
Hermosa Arcade
Hermosa Beach, CA

HANG-ON (Sim)
40,715,030
Don Novak
06/27/86
Aladdin's Castle
Wichita, KS

HEAD-ON
300,00
Chris Ayra
N/A
Fun&Games
Miami, FL

HOGAN'S ALLEY
2,738,100
Jack Gale
06/27/86
Aladdin's Castle
Tampa, FL

HYPER SPORTS
538,340
Kelly Kobashigawa
06/28/85
Huish Fun Center
Upland, CA

ICE COLD BEER
170,660
Greg Gunter
06/07/84
Grimm's Truck Stop
Morton, IL

IKARI WARRIORS
1,414,500
Walt Price
03/24/87
Galaxy Arcade
Cucamonga, CA

INDIANA JONES
1,176,520
Donald Mangio
06/27/86
Aladdin's Castle
Azusa, CA

INTERSTELLAR
248,000
Phill Britt
N/A
Castle Park
Riverside, CA

I,ROBOT
1,383,959
Dave Ryan
06/27/86
Aladdin's Castle
N Little Rock, AR

JACK THE GIANT KILLER
9,401,050
Mike Klaege
10/02/050
Play It Again
Lenox, IL

JAIL BREAK
185,900
Donn Nauert
02/15/87
Le Fun
Austin, TX

JOURNEY
12,181,850
Chuck Coss
08/13/83
Aladdin's Castle
Steubenville, OH

JOUST (New Chip)
115,910,850
Robert Bonney
04/08/83
Circle K
Seattle, WA

JOUST (Old Chip)
201,452,600
Donnie Norris
04/04/83
Space Station
Wilmington, NC

JUMP BUG
850,350
Allen Rager
04/10/83
Bags Video Land
Millington, TN

JUNGLE KING/HUNT
1,510,220
MichaelTorcello
05/05/83
Wegman's
E Rochester, NY

JUNGLER
180,720
Joe Startz
05/01/83
Bun&Games
Kenosha, WI

JR PAC-MAN
331,000
Kevin Fischer
06/28/85
Big Mouth Pizza
N/A

JUNO FIRST
78,888,980
Tom Gibson
05/27/84
R&R Video
Dartmouth, NS (C)

KARATE CHAMP
239,900
George Weller
06/27/86
Aladdin's Castle
League City, TX

KICK/KICK-MAN
4,875,665
Tom Bundy
12/21/82
Space Invaders Video
Cleveland, OH

KICKER
4,225,000
RAC Carpana
12/02/86
Fascination
New York, NY

KING & BALLOON
48,900
Kevin Olkowski
08/10/82
Hyperspace
Havelock, NC

KRAM
176,700
Brain Miller
12/23/82
Bun&Games
Kenosha, WI

KRULL
6,000,000
Steve Harris
N/A
Fun Factory
Kansas City, MO

KUNG-FU MASTER
1,349,040
Mike Sullivan
06/27/85
Huish Family Fun
Upland, CA

LADY BUG
609,900
Brian Calton
03/31/83
Brady Campus
Columbia, MO

LEGENDARY WINGS
612,500
Eric Bolduc
02/22/87
Galaxy Arcade
Cucamonga, CA

LEPRECHAUN
365,750
Walter Funk
03/25/83
Lunar Station
Lorens Township, NJ

LIBERATOR
3,016,010
Sean Middleton
05/25/83
Space Station
Anchorage, AK

LOCK-N-CHASE
62,060
Jeff Peiffer
04/20/83
Twin Galaxies
Ottumwa, IA

LOCO-MOTION
134,880
Bud Wellington
03/29/83
Funspot
S Portland, ME

LODE RUNNER
162,340
David Leicht
06/27/86
Fun Factory
Honolulu, HI

LOOPING
1,469,970
David Teehee
07/27/83
Triple K's Action
Friendswood, TX

LOST TOMB
45,577,020
Bill McAlister
02/15/84
Twin Galaxies
Ottumwa, IA

LUNAR LANDER
3,470
Micheal Mize
08/01/82
Hyperspace
Havelock, NC

MACH 3 (Fighter)
473,400
Randy Albright
06/26/84
Space Station
Anchorage, AK

MACH 3 (Bomber)
512,000
Robin Purvis
04/10/84
Space Station
Anchorage, AK

MAD CRASHER
844,988
Jack Gale
06/27/86
Aladdin's Castle
N Miami Beach, FL

MAD PLANETS
198,400
Mark Sellers
N/A
Putt Putt Golf&Games
Grand Rapids, MI

MAGICAL SPOT
16,518
Brian Miller
03/14/83
Bun&Games
Kenosha, WI

MAJOR HAVOC
1,940,078
Ettore Ciaffi
06/28/85
Broadway Arcade
New York, NY

MAKE TRAX
2,123,840
Thomas Carver
07/06/83
The Family Game Room
Garden City, MI

MAPPY
573,540
Mike Reynolds
06/27/85
Arnold's
Seattle, WA

MARBLE MADDNESS
187,880
Stan Szczepanski
06/27/85
Huish Family Fun
Fountain Valley, CA

MARIO BROS
3,481,550
Perry Rodgers
12/12/84
Family Fun Fair
San Louis Obispo, CA

MARS
107,450
Howard Ohlstein
11/03/82
N/A
Charlotte, NC

MAT MANIA
5,000,150
RAC Carpana
12/01/86
Fascination
New York, NY

MAYHEM 2002
10,200
David Leight
02/27/85
Fun Factory
Honolulu, HI

MAZER BLAZER
1,196,800
Lyle Teleford
10/31/83
Space Station
Anchorage, AK

MEGATTACK
553,700
Tim Sobol
12/12/82
Bun&Games
Kenosha, WI



MEGAZONE
2,228,650
Yashiro Oda
09/13/84
Mickey Ratt's
Ann Arbor, MI

MILLEPEDE
6,995,962
Jim Schneider
11/21/83
Licks Video Snack
Santee, CA

MINI GOLF
60,500
Stan Szczepanski
06/27/86
Aladdin's Castle
Del Amo, CA

MISSLE COMMAND
69,739,020
Victor Ali
01/21/83
Cinedome 7
San Francisco, CA

MONACO GP
9,999
Robert Paguette
03/12/82
Star Castle
Smithfield, RI

MONSTAR BASH
448,400
Bob Lynch
02/13/83
Bun&Games
Kenosha, WI

MOON CRESTA
152,100
Bill Awalin
02/29/84
Space Station
Anchorage, AK

MOON PATROL
1,214,600
Mark Bobichek
03/11/83
Golfland
Mt View, CA

MOON SHUTTLE
30,870
Mike Perez
12/06/82
Bun&Games
Kenosha, WI

MOON WARS
83,830
Tracy Miller
01/28/83
Bun&Games
Kenosha, WI

MOTORACE USA
2,058,300
Lyle Holman
N/A
Twin Galaxies
Ottumwa, IA

MOUSETRAP
61,366,060
Bill Bradham
07/23/83
Take Ten Corp
Dublin, GA

MR DO!
26,030,050
David Breckon
01/26/86
Tom's Arcade
London, Ont

MR DO!'S CASTLE
421,780
Barry Lewis
04/12/84
Barney's
Northfield, NJ

MS PAC-MAN
874,330
Chris Ayra
06/27/85
Johnny Zee's
Victoria, BC (C)

MUNCH MOBILE
2,035,540
Ivan Luengas
06/07/83
Aladdin's Castle
N Miami Beach, FL

MYSTIC MARATHON
4,000,000
Clay Bostick
10/08/84
Space Station
Anchorage, AK

NATO DEFENSE
1,113,000
Paul Barrette
12/18/82
Pot Of Gold
Kenosha, WI

NAUGHTY BOY
5,345,060
Kim French
04/21/83
Electric Pazzazz
Trail, BC (C)

NIBBLER
1,000,042,270
Tim McVey
01/17/84
Twin Galaxies
Ottumwa, IA

NIGHT STOCKER
3,963,900
Donn Nauert
01/17/87
LA Airport Hilton
Los Angeles, CA

NY CAPTOR
9,999,990
Robert Halbasch
02/07/87
M&M Putting Green
Blytheville, AR

OMEGA RACE
3,290,900
Thomas Gault
09/12/86
Tom's Arcade
Duluth, MN

OUT RUN
52,897,690
Richard Jackson
02/21/87
Le Fun
Austin, TX

PACK RAT
910,875
Jeff Peters
03/20/86
Camelot
Anaheim, CA

PAC-LAND
874,330
Scott Hilty
06/27/86
Aladdin's Castle
Wintersville, OH

ANOTHER DAY AT THE ARCADES... THE BOOK.

PAC-MAN
3,197,360
Tim Balderamos
01/28/83
Long's Arcade
Rapid City, SD

PAC-MAN PLUS
3,213,900
Shannon Ryan
08/12/83
Starship Video
Upland, CA

PAPERBOY
1,136,435
John Philip Britt
06/28/86
Aladdin's Castle
Del Amo, CA

PENGO
1,011,370
Rodney Day
08/18/83
Olympic Bowling Ctr
Canberra (Australia)

PHOENIX
987,620
Mark Gotfraink
03/07/83
Cloverleaf Mini Golf
N Miami Beach, FL

PLEIADES
1,164,900
Patrick Orr
08/23/82
Galaxy Video Games
Charlotte, NC

POLARIS
791,800
Cyril Herridge
N/A
King Amus
Grandhawk, NFDL (C)

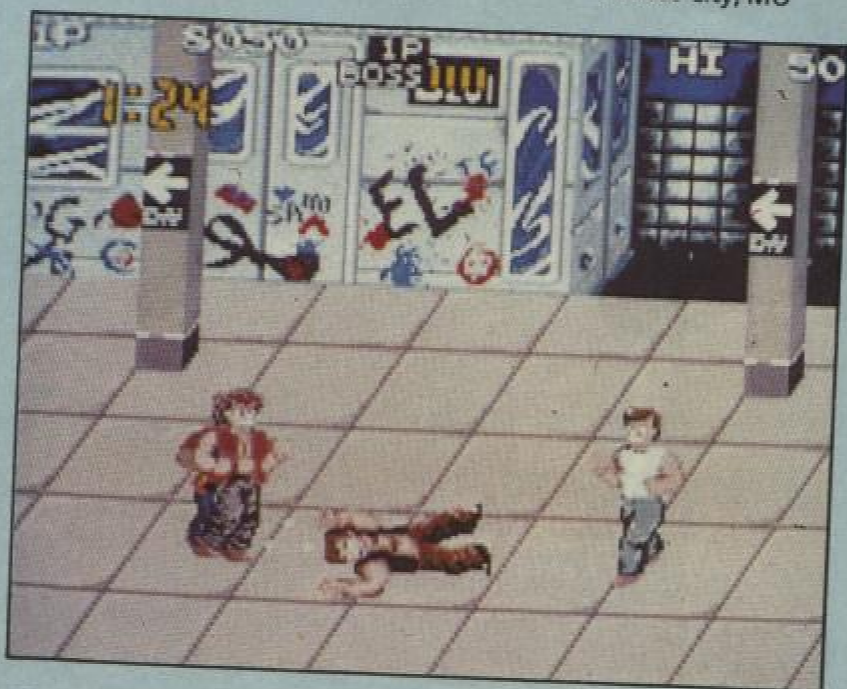
POLE POSITION
67,260 (213.84 sec)
Les Lagier
N/A Video Paradise
San Jose, CA

POLE POSITION II
81,870 (Test)
Jeff Peters
05/24/86
Galaxy Arcade
Cucamonga, CA

POLE POSITION II
78,900 (Fuji)
Lloyd Dahling
09/19/84
Space Station
Anchorage, AK

POLE POSITION II
75,390 (Seaside)
Jeff Peters
06/28/86
Aladdin's Castle
Del Amo, CA

POLE POSITION II
70,050 (Suzuka)
Kelly Weaverling
04/04/84
Space Station
Anchorage, AK



PON-POKO
133,940
Larry Young
03/14/84
US Enterprise
Ottumwa, IA

POOYAN
1,609,250
Mark Kinter
12/16/83
Video Mania
Parkersberg, VA

POPEYE
1,439,430
Orlando Acosia Diaz
09/27/83
Black Hole Humaco
Puerto Rico

POT OF GOLD
1,113,320
Eddie Leech
11/30/82
Play It Again
Lenox, IL

POWER DRIVE
170,900
Tim Uyeda
01/18/87
LA Airport Hilton
Los Angeles, CA

PROFESSOR PAC-MAN
999,990
Greg Gunter
12/09/83
Wizard's
Peoria, IL

PULSAR
68,350
Tracey Miller
05/26/83
Bun&Games
Kenosha, WI

PUNCH-OUT!!
15,999,990
RAC Carpana
12/13/86
Playland
New York, NY

QB-3
175,380
Allan Jackson
02/26/83
20th Century
Bowling
Chicago, IL

QBERT
33,073,520
Rob Gerhardt
11/25/83
Bim's Place
Lloydminster,
Albt (C)

QIX
1,666,604
Bill Camden
N/A
Galaxy I
Lynchberg, VA

QIX II
676,185
Daniel Chilton
07/18/82
Gaslight Pub
Pleasantville, NJ

QUANTUM
2,116,240
Edward Carpenter
12/02/83
New World Novelty
Toronto, Ont (C)

RADARSCOPE
117,300
Todd Anderson
03/10/82
N/A
Ottumwa, IA

RADARZONE
359,000
Tom Torrez
03/12/83
Earth Station I
Antioch, CA

RALLY-X
167,870
Chris Ranalla
12/28/82
Escape Hatch
Parkersburg, WV

REACTOR
10,156,922
Ron Heaney
11/13/83
Zanadu
Streamwood, IL

RED ALERT
24,260
Steve Harris
03/31/83
NKC Pro Bowl
Kansas City, MO

RED BARON
330,150
Richard Watson
12/26/83
Electronic Corral
Lakewood, CA

RED CLASH
64,100
Mark Hoff
03/13/83
US Enterprise
Ottumwa, IA

RENEGADE
236,650
Todd Houston
12/06/86
Hermosa Arcade
Hermosa Beach, CA

RESCUE
606,235
Grant Kupfer
12/15/83
High Spot
Edmonton, Albt (C)

RETURN OF THE JEDI
1,938,010
Mike Sullivan
06/28/85
Huish Family Fun
Upland, CA

RIP OFF
92,890 (Doubles)
Pete Sweeny/Ken Poter
10/06/82
Cosmic Palace
Napa, CA

RIVER PATROL
1,245,000
Sean Looney
N/A
Galaxy Video
Mesa, AZ

ROAD RUNNER
2,287,420
Mark Haber
12/10/86
Fascination
New York, NY

ROBBY ROTO
518,250
Colin Hageney
01/05/83
U-Tote-M
Houston, TX

ROBOTRON
348,691,680
Brian King
07/03/83
The Palladium
Durham, NC

ROUND UP
194,900
Chris Peterson
02/13/83
Bun&Games
Kenosha, WI

ROUTE 16
40,200
Phil Satterla
05/09/82
Hyperspace
Havelock, NC

RUSH 'N' ATTACK
447,140
Dave Lopez
06/28/86
Aladdin's Castle
Casper, WY

RYGAR
2,954,940
Donn Nauert
03/02/87
Le Fun
Austin, TX

SARGE
137,575
Dale Klaus
06/28/86
Aladdin's Castle
Houston, TX

SATAN'S HOLLOW
25,326,225
Mike Ward
02/04/84
Odyssey
Madison, WI

SCRAMBLE
999,250
John Norman
12/06/82
Light Years
Amusement
Wrightsville Bch, NC

SECTION Z
1,694,630
Stephen Wimmer
09/30/86
Le Fun
Austin, TX

SIDE ARMS
1,812,800
Jeff Peters
02/14/87
College Arcade
Los Angeles, CA

SINISTAR
761,305
Chris Emery
11/23/83
Saratoga
Winnipeg, Man (C)

SLITHER
187,830
Micheal Weber
02/19/83
Bun&Games
Kenosha, WI

SNAP JACK
58,080
Mark Cothran
07/07/83
Galaxy Video Games
Charlotte, NC

SOLAR FOX
1,763,700
Russell Palmer
03/12/83
Galaxy Family Arcade
Esterville, IA

SOLAR QUEST
200,850
Tony Vandecar
N/A
Video Challenge
Lamont, IL

SON SON
3,104,200
Jeff Peters
01/16/86
Galaxy Arcade
Cucamonga, CA

SPACE ACE
770,866
Steve Joseph
02/05/84
Starship Video
Upland, CA

SPACE DUEL
623,720
David Plummer
01/28/83
Midtown
Amusement
Regina, Sas (C)

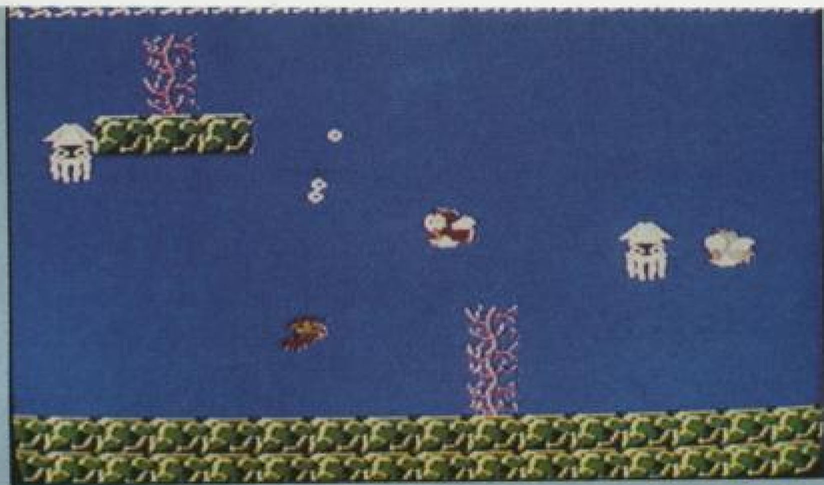
SPACE DUNGEON
10,505,915
Ron Lilly
07/26/83
Video Champ
Des Moines, IA

SPACE FURY
222,599
Loren Hawkinson
04/20/82
Fun-N-Games
Hamilton, MT

SPACE HARRIER
31,077,900
Richard Hunter
06/28/86
Aladdin's Castle
Del Amo, CA

SPACE INVADERS
29,090
Sonny Shum
06/27/85
Johnney Zee's
Victoria, BC (C)

SPACE INVADERS DELUXE
425,230
Matt Brass
09/16/82
Modern West Bar
Helena, MT



SPACE ODYSSEY
2,559,000
Curtis Gaskill
04/01/82
Hyperspace
Havelock, NC

SPACE PANIC
48,960
Kevin Clark
03/13/83
Residence
Columbus, OH

SPACE TACTICS
3,285,800
Dan Salinas
10/26/82
Cosmic Palace
Napa, CA

SPACE WARS
19
Micheal Mize
08/21/82
Hyperspace
Havelock, NC

SPACE ZAP
230,000
Mike Jones
01/14/83
YMCA
Ottumwa, IA

SPECTAR
151,000
Scotty Williams
09/13/82
Light Year's Amus
Wrightsville Bch, NC

SPEED RUMBLER
106,500
Donn Nauert
02/12/87
Le Fun
Austin, TX

SPIDERS
1,535,000
Bill Millis
09/17/83
Space Station
Willmington, NC

SPRINT II
158
Cindy Ingles
12/12/82
Twin Galaxies
Ottumwa, IA

SPY HUNTER
9,512,590
Paul Dean
06/28/85
Huish Family Fun
Upland, CA

STAR CASTLE
7,842,950
David Palmer
N/A
Phil's
Lakewood, CA

STAR FIRE
9,780
Laura Curran
01/04/82
Hyperspace
Havelock, NC

STAR GATE
71,473,400
Roger Magnum
04/08/83
Outer Limits
Durham, NC

STAR RIDER
535,960
David Palmer
12/20/84
The Game Room
Citrus Heights, CA

STAR TREK
100,067,500
Tim Collum
08/28/83
Video City
Dayton, OH

STAR WARS
300,007,894
Robert Mruczek
01/22/84
Fascination
New York, NY

STOCKER
53,970
Cody Joens
06/28/86
Aladdin's Castle
Rochester, MS

STOMPIN'
1,013,250
Keith Donnelly
10/10/86
Grand Prix
Ft Lauderdale, FL

STRATEGY X
53,999
Mark Peterson
04/13/83
Bun&Games
Kenosha, WI

SUB-ROC 3-D
1,049,700
David Palmer
10/28/84
The Game Room
Citris Heights, CA

SUPER BASKETBALL
1,394,930
Tim McGuire
06/28/85
Space Station
Anchorage, AK

SUPER COBRA
198,470
Matt Brass
07/26/82
Godfather's Pizza
Helena, MT

SUPER MARIO BROS
3,055,800
Stephen Sparks
01/27/87
Le Fun
Austin, TX

SUPER MISSLE ATTACK
86,315
Tim Shea
N/A
Straw Castle
Smithfield, RI

SUPER MOON CRESTA
38,210
Robby Jensen
05/01/83
Bun&Games
Kinosha, WI

SUPER PAC-MAN
855,940
Bill Deluca
06/27/85
Big Mouth Pizza
Colonia, NJ

SUPER PUNCH-OUT!!
182,580 (1st 5 Fights)
Sean Jensen
06/27/85
Space Station
Anchorage, AK

SUPER ZAXXON
339,750
Greg McLeod
07/25/83
Back Street Amus
Halifax, NS (C)

SWIMMER
92,430
Steve Harris
03/23/83
NKC Pro Bowl
Kansas City, MO

TAC-SCAN
100,524,200
Chris Rollestow
11/03/83
Gold Mine
Durham, NC

TAIL GUNNER
14,200
Scott Monfils
N/A Cosmic Palace
Napa, CA

TAZZMANIA
1,325,180
Scott Hurley
06/16/83
Mission Control
Racine, WI

TAPPER
9,068,625
Mike Ward
06/28/86
Aladdin's Castle
Madison, WI

TARG
89,480
Paul Boisclair
03/17/84
Celebrity Fun Ctr
Trail, BC (C)

TEMPEST
1,728,329
Hector Cruz Vazquez
07/30/83
Pueblo Supermarket
Humacoa, Puerto Rico

TEN-YARD FIGHT
678,700
Julian Rignall
08/15/86
Royal Pier
Aberystwyth, Dyfed

THE END
47,080
Perry Rodgers
N/A
Cosmic Palace
Napa, CA

THE PIT
162,500
James Adams
06/27/83
Panic Button
Abilene, TX

THIEF
9,456,120
Mike Ziara
04/25/83
Golden Dome
Salisbury, MD

THREE STOOGES
2,850,000
Mark Haber
11/06/86
Space Station
New York, NY

TIGER HELI
659,960
George Cifrancis III
06/27/86
Aladdin's Castle
Steubenville, OH

TIME PILOT
15,000,000
Jeff Peters
09/25/83
Starship Video
Upland, CA

TIME PILOT '84
463,300
Samantha Johanik
09/22/85
Aladdin's Castle
Des Monies, IA

TOP GUNNER
561,000
Rich Frost
12/19/86
Hermosa Arcade
Hermosa, CA

TRACK & FIELD
95,040 (1st round)
Kelly Kobashigawa
06/28/85
Huish Family Fun
Upland, CA

TRON
12,883,638
Robert Boonéy
07/09/83
Wizard's Video Magic
Kirkland, WA

TROJAN
512,600
Danny Carranza
05/07/86
Captain Video
Westwood, CA

TUNNEL HUNT
821,330
Chris Randall
02/24/84
Amusement Crossing
Charlotte, NC

TURBO
154,330
Garlin Bullard Jr
05/08/83
Just for Fun
Villa Park, IL

TURKEY SHOOT
2,358,550
Jeff Peters
05/05/87
Dungeon's Arcade
Fullerton, CA

TURTLES
32,950
Rick Penick
02/25/82
Twin Galaxies
Ottumwa, IA

TUTANKHAM
1,736,140
Mark Robichek
11/12/83
Galaktican 1
San Jose, CA

TX-1
277,400
David Palmer
10/02/84
Scandia
Sacramento, CA

UNI-WARS
49,990
Ed Clifford
N/A
Boardwalk Games
Palm Harbor, FL

UP 'N' DOWN
547,900
Sean Jensen
12/21/84
Space Station
Anchorage, AK

VANGUARD
317,330
Thomas Chaka
06/27/86
Aladdin's Castle
Wharton, TX

VENTURE
325,020
Ed Kopp
08/10/83
Another Galaxy
McHenry, IL

VERTIGO
595,028
Donn Nauert
06/28/86
Aladdin's Castle
Cedar Rapids, IA

VICTORY
999,999,999
Marshall Blythe
09/18/82
Light Year's Amus
Wrightsville Bch, NC

VICTORY ROAD
1,321,020
Stan Cejka
03/10/87
Le Fun
Austin, TX

WACKO
1,608,100
Steve Harris
03/31/83
NKC Pro Bowl
Kansas City, MO

WARLORDS
627,250
Mike Ferguson
02/09/83
Omega
Napa, CA

WILD WESTERN
1,099,900
Richard Eldridge
08/05/83
Bim's Place
Lloydminster, Albt (C)

WIZARD OF WOR
1,215,000
Linda Cappel
06/09/83
Zippo's Arcade
Sioux City, IA

WIZARD OF WOR
801,00 (Team)
D Bauer/Mike McGee
01/18/83
Another Galaxy
McHenry, IL

XEVIOUS
9,999,990
Don Morlan
06/28/83
Arnold's
Seattle, WA

ZARZON
48,720
Steve Weirzbecki
01/16/82
Bun&Games
Kenosha, WI

ZAXXON
3,839,550
Eric Burch
04/09/83
Chuck E Cheese
Waco, TX

ZEKE'S PARK
792,650
London Piklor
N/A
Another Galaxy
McHenry, IL

ZOAR
1,167,170
Eric Hanna
07/12/83
Odyssey Amus
Madison, WI

ZOO KEEPER
20,063,920
Jack Gale
06/28/85
Fun Factory
Atlanta, GA

ZZYZZYXX
1,068,010
Kris MacLillivray
03/13/84
Electric Pazzazz
Trail, BC (C)


ZZAP! 64